Dark Dungeons

Retro Role-Playing Rules

Black Leaf waved frantically at her companions to get them to stop their whispered conversation, and ever so gently pressed her ear to the door. She could just make out the faint sounds of chanting in a long dead language.

She turned back to the rest of the group, and motioned them back to a safe distance; wincing as Oeric stomped back seemingly oblivious to all the noise his new armour was making.

“Okay, this is it guys!” she whispered after creeping away from the door; “From the sounds of it, that priest is through there; and he’s just starting the ritual. If we burst in and attack, we should be able to rescue the kids before...”

Black Leaf didn’t finish her sentence. She didn’t need to. They all knew what would happen if they didn’t stop the priest.

There was a brief moment of silence as they were all lost in thought, before Gretchen broke the tension in her usual quiet and reassuring way:

“Okay, I know none of us have done this sort of thing before, and I know we’re all scared; but we all fought very well against those goblins on the way in here. You make me proud to be a member of this team, and I know we can do this. Elfstar—you be on the look out for those skeletons that we heard about. We haven't seen them yet, so they may be guarding the place and you have a good chance of being able to keep them away from us. Oeric—you and I will charge in and start fighting. Black Leaf—follow us in and try to sneak around and release the kids while the priest is occupied with us; then see if you can stab him in the back. Al—You haven’t used your magic yet, so you hang back and I’ll trust you to use it whenever it seems best.

Everyone ready? Then let’s go.

3... 2... 1... NOW!*”*

Black Leaf tried to control her breathing as she ran into the room after the others. Adrenaline had kicked in and she was fighting to keep calm and controlled.

She saw the priest look up in surprise as the large warrior and the dwarven woman charged straight at him. He had an orcish bodyguard, and—damn it—there was another orc guarding the prisoners.

Taking advantage of the distraction of the charge, Black Leaf ducked into the shadows at the side of the room and crept towards the orc guarding the prisoners. He was foolishly dithering between keeping at his post and going to join in the main fight. Slipping behind him unseen, Black Leaf stabbed him in the gut with her dagger; forcing it up between the leather bands of his armour. As she did so she saw an arrow made of some kind of magical glowing force streak across the room, curve round the priest’s bodyguard, and slam into the side of his helmet; making him stumble and causing the magical energies he was summoning to disperse.

Maybe they would succeed, after all...

Baroness Black looked at herself in the mirror and admired her reflection. The dress had cost her a small fortune, but she could afford it now. And it was worth it. The queen herself had commented on it during the investiture ceremony.

Just yesterday she’d been plain old Black Leaf. But now she was a baroness. And all for slaying a dragon.

Well, that wasn’t strictly true. The dragon was just the latest thing they’d done for the King Elberet. There was also the matter of the trolls; and that assassin cult that they’d destroyed; and the vampire with the undead army...

She shuddered at the memory of the undead army. Undead really weren’t her thing and she’d actually died fighting those awful spectres. Luckily, Elfstar had been able to revive her before she turned into one herself; but she still had nightmares where she could feel their icy touch and feel her life being sucked from her.

Black Leaf shook herself out of her reverie, and got changed out of her finery into more comfortable garb; chuckling to herself at the absurdity of finding armour and weapons more comfortable than fancy dresses. Still, there was work to be done. The king was no fool, and the posh new titles that they’d all received had come with adjacent land grants. Land that was, not coincidentally, wild, dangerous and untamed. They were going to need to work together if they were going to clear the land and attract settlers; and they were supposed to be meeting with the royal cartographer tonight—and Black Leaf was damned if she wasn’t going to sneak a look at the maps beforehand to make sure there were no big surprises in store.

Countess Black listened to the village elder's plea. He was very grateful for the extra guards that she'd assigned to the area, and the petty banditry had now been brought under control. However, the remaining bandits had allied with a local orc tribe: using the orcs as muscle to raid towns and then selling the trade goods—and slaves—that the orcs acquired. The guards were simply not able to cope.

The countess sighed. With Lord Thalx testing her borders at every turn she had hardly the army to spare as it was; and she certainly didn't want to hire the Grey Eagle mercenaries again after the trouble that Count Oeric had had with them.

She held up her hand for the elder to be quiet, and beckoned over her herald.

"Jabe, go see the new sheriff and find out what the going rate is for adventurers these days. We only need a bunch that can take out orcs and bandits, so we're looking for reasonable experience—we don't need to pay for dragon slayers or anything silly like that. If it's over 2,000 gold then come back and check with me first, otherwise go ahead and make it known that we're hiring. You know what you're doing, so I'll leave it up to you to work out how to find adventurers without alerting the bandits that we know what they're up to. If the bandits have been selling slaves, we may need to follow this up by checking out who they're selling them to—so get the adventurers to report to me before they set off."

* * *

Black Leaf looked over the precipice at the whirling vortex of energy below and smiled.

"No problem.", she said, "There's a bit of an overhang but I can climb down, no problem."

Her face suddenly turned pale.

"But THAT is a problem!", she shouted—pointing behind the rest of the party.

The other spun around and were shocked to see a swarm of flying creatures rounding the corner, each one a ball of tentacles the size of a man.

"Looks like someone doesn't want this artefact destroyed..." muttered Aloysius and started preparing some kind of spell.

* * *

Black Leaf's spirit form flew down and surveyed the scene.

Her followers had quite an army down there, and they looked like they would need all the help they could get if they were to win the battle. Those gnolls were tough, and unusually organised.

She knew why, of course. Grakklak Bonegnawer had been doing his best to inspire his race to greatness, and had worked hard to get his creations to unite their tribes. She respected that, and had told him so. But she wasn't going to let the gnoll empire march over her people's lands. Unfortunately her attempts at diplomacy with the Immortal patron of gnolls had failed, so here she was.

Black Leaf thought briefly about manifesting her embodied form and routing the gnolls herself. After all, even an army of gnolls would be no match for her Immortal power. The thought quickly passed. There would be many eyes watching this battle, and being caught directly interfering on the prime plane would cause her no end of trouble...

No, there were only two choices. She could appear as Azelda the Mighty, a mortal dragon body that she donned occasionally to dispense oracular advice from, and hope that Azelda could help turn the tide of battle; or she could appear in a vision to her priests and warn them to retreat and fight another day. Flying over the enemy lines, she realised that Grakklak had over extended himself; a serious mistake to make. His famed troll-smasher brigade wasn't here and neither was Urlak, his preferred mortal form. They must be aiding the other front in his battle. Trust a barbarian to attack on two fronts at the same time, overconfident as always.

Although he had no reason to know that Azelda was really one of Black Leaf's mortal forms, he really should have known that the dragon would help the Halderites in their time of need and prepared for her to be in this fight. Not doing so was a bad mistake.

With a smile, Black Leaf flew into a nearby cave and shifted form to her mortal dragon body. She would lead the army from the front, and help them win the battle at the cost of Azelda's life. It was worth losing the form to set such an example for them. She could easily make another, and she was confident that Grakklak wouldn't try anything while she was recovering.

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Part 1

The Basics of The Game

Chapter 1: What is Dark Dungeons?

Welcome to Dark Dungeons!

If you already play table-top role-playing games (and particularly if you acquired Dark Dungeons because you're already a fan of the original game that it emulates) you can safely skip this chapter.

On the other hand, if you're less familiar with table-top role-playing games then some explanation may be in order.

What is Dark Dungeons?

Dark Dungeons is a Retro-Clone Role-Playing Game. This book contains the rules of the game, and the only other things that are needed to play are pencils, paper and dice.

What is a Role-Playing Game?

Role-playing games have been around since the mid 1970's.

When they first started, they had their roots in war-gaming (moving model armies around in simulation of historical battles) and descriptions of role-playing games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that we're in the second decade of the 21st century, times – and cultural reference points – have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline – usually the main protagonist of the story.

The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like Dark Dungeons have a similar basis, except that the game is controlled by a human Game Master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. On a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map". In a table-top role-playing game, however, you are not limited to fixed stories. The Game Master and the players can between them create an infinite number of stories, limited only by their imaginations. The Game Master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the Game Master what their character is trying to do and the Game Master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs. Table-top role-playing games are generally designed for groups of players to play together and Dark Dungeons is no exception. Although it can be played with only a single player and a Game Master, it plays best with 3-8 players playing together, each controlling a single character. Interaction between the characters controlled by the different players, as well as non-scripted interaction between the characters controlled by players and characters controlled by the Game Master, is one of the chief elements of a table-top role-playing game.

How do you play?

Before starting, one person will decide to be the Game Master. That person is responsible for establishing a setting for the game (either creating their own or using a published one). The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example how strong they are or what sort of magic they are capable of using.

Then, normal play consists of the Game Master describing the situation that the characters find themselves in, and the players responding by telling the Game Master what their characters are doing.

In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the Game Master's whim; for example, when fighting with monsters.

In these situations, the rules tell you which type of dice to roll and how to interpret the results.

What is a Retro-Clone?

Dark Dungeons is not just a role-playing game. It is specifically a *retro-clone*. That term also needs explaining.

Like the paraphernalia used in any other hobby, role-playing games (and their rule books) are subject to the forces of both fashion and business. While some manage to last for decades with a small following, others go out of print and become unavailable; either because they are no longer fashionable or because the companies that made them no longer exist.

This is a problem for the hobby, partly because old games often quickly become "collector's items" which keeps them out of the hands of people who would otherwise enjoy playing them; and partly because intellectual property and copyright laws often prevent fans from providing support for a game that the original publisher is unable or unwilling to support themselves.

This is where "retro-clones" come in.

Retro-clones are designed to fill two functions. Firstly they allow new people to have the experience of playing the old game even though it is long out-of-print and may be hard to get hold of; and secondly, they allow fans of the old game who wish to continue to support it now that the company that produced it no longer does (but who cannot legally produce material that is explicitly *for* the game) to produce material that is instead designed for use with the retro-clone of the game, knowing that it will also be compatible (with some minor changes in terminology) with the old game.

There are two principles that such retro -clones rely on.

Firstly, in Europe and America, it is not possible to copyright the game mechanics of a game. However, it is possible to copyright the "artistic presentation" of those game mechanics – i.e. the way they are described and the specific terminology they use.

Therefore, using the same principle as "reverse engineering" a piece of technology, it is possible to produce a new game in which the rules are identical to those of an existing game, but in which those rules are presented in a completely new manner that does not infringe on the artistic presentation used in that existing game.

Secondly, Wizards of the Coast have published a *System Reference Document* (or SRD) under a license called the *Open Game License* (or OGL). This game license allows anyone to use the rules—and more importantly the terminology—of the SRD in their own games and game supplements, providing that those games and/or supplements are themselves released at least partly under the OGL.

Without the first principle, a game released under the OGL would have to either copy the SRD mechanics or have wholly original mechanics.

Without the second principle, a game released with mechanics similar to an out-of-print game would have to have completely new and unfamiliar terminology.

However, when both principles are put together, a retro-clone can be produced that combines the familiar mechanics of an out of print non-OGL game with the familiar terminology of the SRD.

Dark Dungeons is such a retro-clone. The terminology used in this game is taken from the SRD via the terms of the OGL, and the game mechanics of the game very closely match the game mechanics of a specific out-of-print version of the world's most popular role-playing game.

However, to avoid issues with trademark and copyright laws, that game is not mentioned by name within this work and no specific compatibility or endorsement with it or with any other existing role-playing game is claimed.

Chapter 2: Into Dark Dungeons

Dark Dungeons is a large book, and can seem rather intimidating; especially if you haven't played before. This chapter explains the sort of things that Dark Dungeons characters do over the course of their adventuring careers, and how the book is laid out to mirror that story path.

Rags to Riches

Adventurers start their careers as inexperienced and under-equipped novices. Over the course of their career, they will become far more powerful and capable – this capability being measured in terms of their "level". They start at 1st level and can reach as high as 30th to 36th level before (hopefully) becoming Immortals – whereupon another 36 levels of experience await them.

However, even first level adventurers are a cut above the normal person. Adventurers are assumed to have been trained by (or undergone apprenticeships to) older mentors. Therefore even at first level they have a better than average ability to fight and maybe even the ability to cast a simple spell or drive away minor undead with the power of their faith.

However, they are by no means the only people to have undergone this type of training. Town and city guards may be low level Fighters, and a village may be looked after by a mid level Magic-User. Trained characters are more common in the upper echelons of society where there is less pressing need to work in a mundane job to put food on the table and where such training and experience is considered good leadership material.

Consequently, many castles and large temples are run by experienced adventurers who have the wisdom and worldliness to know what problems need an adventurer's touch but lack the time to sort the problems out themselves. Such characters make excellent patrons for new adventurers – and many new adventurers aspire to achieve just such a position themselves.

Starting a Life of Adventure

Although it is possible for a Game Master to decide otherwise, the Dark Dungeons game assumes that new characters will start at first level. There are many races – both humanoid and otherwise – in the world, Dark Dungeons assumes that most adventurers will be human; with the occasional demi-human.

Chapter 4: Creating a Character takes you through the process of creating an adventuring character, and includes the special rules that apply to the different classes of character.

All characters will have certain abilities such as skills and weapon feats, and some characters will also be able to cast spells. The next three chapters of Dark Dungeons describe those abilities.

Chapter 5: Ability Checks & Skills contains the rules for skill use and a description of each individual skill.

Chapter 6: Weapon Feats contains information about what abilities a character can get with different weapons (and different levels of expertise at using those weapons).

Chapter 7: Spells & Spell Casting contains the rules for learning and casting spells, as well as a description of each spell.

The First Adventures

Before setting off on their first quest, most adventurers will want to spend some of their money on equipment. *Chapter 8: Equipping For Adventure* contains price lists and descriptions of a wide variety of equipment and services that characters may wish to purchase.

Some of this – such as building castles – will be way out of the league of starting adventurers, but the basic necessities like weapons and lanterns and rope and so on will prove both affordable and essential. Starting adventurers may even wish to hire men-at-arms to accompany them on dangerous quests.

Once equipment has been bought, the adventurers are ready to go.

Some stories may vary, but it is most common for low level adventurers who are just beginning their careers to start by doing small jobs in their local area.

This could include fighting bandits or local humanoid tribes; or exploring local caves and ruins. Most of these initial jobs and quests will not involve straying too far from civilisation and will involve underground exploration.

Chapter 9: Dungeon Delving provides the rules and guidelines for underground exploration; and *Chapter 10: Combat* provides the rules for fighting whatever dangers are found in those dungeons.

Of course, such fighting and exploration has its consequences. Some adventurers will be injured. Others will die. And those who survive will emerge more experienced and hopefully richer.

Chapter 11: Getting Better provides the rules for how characters recover from injuries – both magical and mundane – and even death; and provides rules for the gaining of experience and consequent increasing of levels. It also provides rules for how adventurers can spend their new-found riches on improving their abilities.

Expanding Horizons

After a few adventures, most adventuring parties start venturing further afield. Whether through increased confidence or through necessity, they will start exploring the dangerous wilderness that exists away from civilised areas. The dangers are greater in such areas, but so are the potential rewards.

Chapter 12: Into the Wider World contains the rules for such exploration, and the rules for urban encounters for when adventurers decide to visit big cities.

Power & Responsibility

By the time they reach 9th-11th level, adventurers have probably made quite a name for themselves in their country, and are likely to have come to the attention of the rulers of the land.

It is common at this time (although by no means universal – some adventuring parties continue to wander for their entire career and never settle down) for such adventurers to be granted titles of nobility and be expected to expand their liege's country into the untamed wilderness.

At this point, the focus of the game switches from mostly adventuring to mostly politics with the occasional adventure. *Chapter 13: Settling Down* contains rules for both acquiring and running fiefdoms and domains, including managing the economy and both attracting (and managing the happiness of) populace to the new area.

Of course, all the monsters in an area don't simply get up and walk away when someone plonks a castle down in their territories – so they will need killing or driving out as the land is settled.

Similarly, rival nobles (from the same country or enemy states) may also do their best to make sure that the new upstarts fail.

All this means that life isn't just throwing festivals and making sure the books balance. There is still plenty of intrigue and diplomacy, and if all else fails there is always the possibility that things will erupt into open warfare. *Chapter 14: War!* contains the rules for armies and for mass battles.

A Whole New Playground

Eventually, adventurers will set their sights on higher goals than simple temporal power. Immortality is there for the taking!

Whether they have spent time ruling a domain or they have lived the life of a wanderer, particularly powerful adventurers can still find new places to explore.

The mundane world is not the only world in existence. There are other worlds out there and even other planes of existence. At high levels, adventurers can explore these planes for knowledge and riches far beyond anything available at home.

Chapter 15: Out of This World provides descriptions of other planes and of planar travelling.

Of course, travelling the planes also means that adventurers will encounter threats and dangers far greater than they would ever see on the mundane world.

Adventurers will find themselves meeting Immortals face-to-face and getting involved in their plots, along with the machinations of other planar creatures.

At some point, the adventurers will want to join the ranks of the Immortals themselves. Doing so is never easy, and usually involves both finding an existing Immortal willing to act as a sponsor and undergoing an extended quest to prove one's worthiness. *Chapter 16: Questing for Immortality* provides details of this process.

A New Beginning

If everything goes right, eventually adventurers will achieve that ultimate goal – they will have become Immortals.

This marks a new beginning for their adventuring careers. Although they no longer care about such mundane things as money and they are – even as newly fledged first level Immortals – far more powerful than most mortal creatures; they are still lowly compared to the more powerful Immortals and creatures of the multiverse.

Adventuring at this level becomes much more freeform, with politics and exploration both playing a part. While most Immortals enjoy playing political games, others are more interested in meddling in the affairs of mortals; acting as patron for clerics and knights and acting as protectors of whole races or even creating new races!

Other Immortals prefer to wander the multiverse and explore the new horizons that such exploring brings. Still others retire from adventuring completely, and simply live a life of comfort and hedonism free of mortal cares.

Chapter 17: The Immortals contains the rules for playing at Immortal levels.
Whatever an Immortal's passion, Immortality is the final reward for a lifetime of adventuring.

The Rest of The Book

Beyond chapter 17, the rest of the book contains resources for the Game Master. This is not to say that you shouldn't read them if you're not going to be the Game Master, but there is no reason for you to do so and you may spoil surprises for yourself if you do.

Chapter 18: Monsters contains the abilities and descriptions of the various types of monster that may be encountered over an adventuring career.

Chapter 19: Treasure contains information about the sort of treasure that might be found, and contains descriptions of many magical items that adventurers can find or even make during their careers.

Chapter 20: Artefacts contains rules for the most powerful of items. Artefacts can be made only by Immortals and are too powerful for mortals to safely use. That doesn't mean that mortals don't use them anyway, of course.

Finally, *Chapter 21: Game Master Advice* contains miscellaneous other advice and tips for the Game Master that don't fit into any other chapter.

Chapter 3: Basic Game Concepts

The first two chapters of Dark Dungeons talked about what the game is and *what* the characters (and by extension the players) do. This chapter talks about *how* you do it.

Dice

In Dark Dungeons, dice will be needed to resolve a lot of situations where the whims of fortune have an effect on the outcome of a situation. As well as the traditional cubic dice numbered from one to six, the game uses a variety of other dice of different shapes. Since these each have different numbers of sides, they are often called *polyhedral* dice.

If you have already played other role playing games, you may already own some of these dice. If not, you can buy them at your friendly local game store or online. In order to distinguish between the different types of die that you can use, Dark Dungeons uses a standard terminology throughout.

Types of Die

Each die is referred to using the letter ‘d’ followed by the number of sides that the die has. For example, a regular die with six sides is referred to as a ‘d6’, whereas a die with twenty sides is referred to as a ‘d20’.

A normal set of polyhedral dice comes with a four sided die, a six sided die, an eight sided die, one or two ten sided dice, a twelve sided die, and a twenty sided die—or, to use Dark Dungeon’s terminology, a d4, a d6, a d8, one or two d10s, a d12 and a d20.

Therefore, if the rules say that you roll a d20 for something, they mean that you should roll the die with twenty sides. If they say that you roll a d8 for something, they mean that you should roll the die with eight sides. If they say that you roll a d6 for something, they mean that you should roll the die with six sides. And so on.

There are a small number of special cases where there is not a single die that fits the roll that is needed. Sometimes you will be asked to roll a d2, d3 or d100.

In these cases, you must roll one or more other dice and interpret the result.

To “roll” a d2, roll any die and if the number shown is odd then you “rolled” a 1. If the number shown is even then you “rolled” a 2.

To “roll” a d3, roll a normal d6 and halve the result (rounding up). This will give you:

1-2 = 1

3-4 = 2

5-6 = 3

The same halving process can be used with a d10 in order to “roll” a d5.

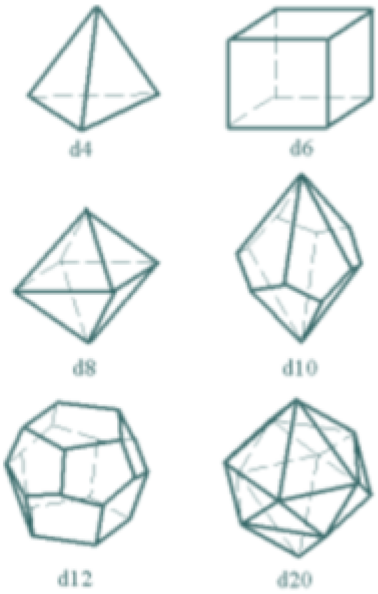
To “roll” a d100, take two d10s that are easily distinguished and roll them both. Read one of them as the tens digit and the other as the units digit, although if both roll ‘0’ then the result is always treated as 100 rather than 00. Sometimes, particularly with older dice sets, the two d10s will be different colours—in which case you need to say which will be tens and which will be units *before* rolling. Most new dice sets include a special d10 which has tens already marked on it, so this always counts as the tens die.

If you only have one d10, simply roll it twice with the first roll counting as the tens and the second roll counting as the units.

Example: Marcie has to roll to see if Black Leaf (her thief character) has successfully climbed a sheer wall or not. In order to do this, she needs to roll d100 and get less than or equal to Black Leaf’s Climb Walls ability. Black Leaf’s ability is 87, so Marcie needs to roll an 87 or lower.

Marcie has a red d10 and a white d10. She has declared at the beginning of the game that she will always use the red d10 as tens and the white d10 as units, so she doesn’t need to re-specify this each time she rolls.

She rolls both d10s, and gets a 9 on the red die and a 0 on the white die. Therefore her d100 roll is 90, which is more than 87 so Black Leaf has failed to climb the wall. Had the die rolls been the other way around (0 on red and 9 on white), her d100 roll would have been 09 and she would have succeeded.



Multiple Dice

Often, you will need to roll more than one die at the same time. In this case, there will be a number before the ‘d’ as well as after it.

The number before the ‘d’ shows how many dice must be rolled. If this number is one then it is sometimes skipped.

When rolling multiple dice in this way, simply add the numbers rolled on each die together in order to generate a single result.

Therefore if you are told to roll “3d6”, you should roll three six sided dice and add the numbers rolled together. If you are told to roll “2d8”, you should roll two eight sided dice and add the numbers rolled together. If you are told to roll “d4”, then this is exactly the same as being told to roll “1d4”, and you should roll a single four sided die.

Dice Modifiers

Sometimes rolls will have additional modifiers. These are straightforward and are simply added or subtracted from the total rolled.

For example, if instructed to roll “2d6+4”, roll two six sided dice and add the numbers rolled together; and then add four to the result. If instructed to roll “1d8-1”, roll a single eight sided die and subtract one from the number rolled.

Table 3-1: Ability Score Bonuses & Penalties

Ability Score Value	General Modifier	(Charisma Only)			(Dexterity Only)
		Max Hirelings	Hireling Morale	Reaction Modifier	Initiative Modifier
1	-4	0	3	-2	-2
2-3	-3	1	4	-2	-2
4-5	-2	2	5	-1	-1
6-8	-1	3	6	-1	-1
9-12	+0	4	7	+0	+0
13-15	+1	5	8	+1	+1
16-17	+2	6	9	+1	+1
18-19	+3	7	10	+2	+2
20-21	+4	8	11	+2	+2
22-23	+5	9	12	+3	+3
24-27	+6	10	13	+3	+3
28-32	+7	11	14	+4	+4
33-38	+8	12	15	+4	+4
39-45	+9	13	16	+5	+5
46-53	+10	14	17	+5	+5
54-62	+11	15	18	+6	+6
63-70	+12	16	19	+6	+6
71-77	+13	17	20	+7	+7
78-83	+14	18	21	+7	+7
84-88	+15	19	22	+8	+8
89-93	+16	20	23	+8	+8
94-96	+17	21	24	+9	+9
97-98	+18	22	25	+9	+9
99	+19	23	26	+10	+10
100	+20	24	27	+10	+10

Creature Attributes

Creatures (including people) in Dark Dungeons are split into two broad categories, *Player Characters* (often abbreviated to "PCs"), which are the adventurers controlled by the players; and *Monsters* which are the other creatures and people in the world controlled by the Game Master.

Although creatures and characters controlled by the Game Master are referred to collectively as monsters, they are not necessarily particularly monstrous or hostile. Some of them are simply neutral characters and even allies of the player characters that are controlled by the Game Master. Intelligent monsters, particularly ones that the players interact with socially as opposed to fighting, are often referred to as *Non-Player Characters* (abbreviated to "NPCs").

Since the varying capabilities of different creatures and characters can have a large impact on the success or failure of various actions that the players wish their characters to take, these capabilities are recorded as (mostly numeric) values and traits that can be used to modify or provide target numbers for die rolls, or to determine what sort of actions are possible. Since player characters play the largest part in the game and are the centre of most of the action, they have the most attributes. Monsters that are expected to only be in the game for a short while (for example a single fight) are described in less detail.

Ability Scores

The innate abilities of player characters are described by six values, called *Ability Scores*.

These represent the core abilities of the character and rarely change. These values are Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. In normal humans (and demi-humans), these ability scores will normally range from a minimum of 3 to a maximum of 18, with the average being 11.

These ability scores show the strengths and weaknesses of the character, and are used as target numbers for various tasks (see *Chapter 5: Ability Checks & Skills* for more details). Additionally, each score also has one or more bonuses or penalties associated with it that are used to modify other die rolls and checks. *Table 3-1* shows the modifiers for different ability score values (it includes values much higher than 18, since Immortal characters may have much higher ability scores than normal humans).

Strength (abbreviated to "Str")

Strength needs little explanation. It represents the raw muscle power of a character. Strength checks are made when trying to perform tasks that rely on raw bodily strength rather than skill, for example when trying to break down doors. Strength bonuses and penalties apply to a character's melee attacks, and to the damage that a character does with melee or hurled weapons.

Intelligence (abbreviated to "Int")

Intelligence represents the memory and reasoning power of a character. Characters with a high intelligence will be able to perform difficult calculations and make deductive leaps, whereas those with lower intelligence will only do such things more slowly if at all. Intelligence checks are used in a variety of situations where characters need to reason things out or remember things, particularly with academic or formally taught knowledge.

Wisdom (abbreviated to "Wis")

Wisdom represents a combination of intuition, common sense, and spirituality. To a lesser extent, wisdom also represents the perceptiveness of a character and their ability to notice subtle clues and things out of place. Characters with high wisdom are likely to possess these traits, and be level headed, whereas those with lower wisdom may be rash or act without thinking.

Wisdom checks are used in situations where characters must notice something, and wisdom bonuses or penalties apply to characters' saving throws against spells.

Dexterity (abbreviated to "Dex")

Dexterity represents the co-ordination and agility of a character, as well as the speed of their reflexes. Characters with a high dexterity will be agile and graceful, whereas those with a lower dexterity may be clumsy and awkward. Dexterity checks are used when a character must do something involving balance or fine manipulation.

Dexterity penalties or bonuses are applied to a character's attacks with thrown or missile weapons, and also to their armour class. Dexterity may also provide a special bonus or penalty to initiative rolls.

Constitution (abbreviated to "Con")

Constitution represents the toughness and general healthiness of a character. Characters with a high constitution are likely to be fit and healthy, whereas those with a low constitution are more likely to get ill and get winded easily.

Constitution checks are rarely made, although might be in some circumstances where stamina and endurance are important. Constitution bonuses or penalties are applied to the hit point rolls that a character gains each level.

Charisma (abbreviated to "Chr")

Charisma represents the likeability and force of personality of a character. Characters with a high charisma are born leaders and orators, whereas those with lower charisma may be boring or find it hard to communicate. On a physical level, charisma is unrelated to how attractive a character looks; although charismatic individuals often have better bearing and confidence which enhances their attractiveness.

Charisma checks are often used in social situations. Charisma also provides limits on a character's leadership potential and provides a special bonus or penalty to the reactions of monsters that the character meets.

Fighting

When it comes to fighting, time is divided up into *Rounds*, each of which represents ten seconds of combat. This results in a level of abstraction where the game does not attempt to model every single thrust, parry and cut.

In a single round, most characters and other creatures will make a single "attack". Although this is resolved in a single roll, an attack does not represent a single swing of a sword or a single punch. During a round, a character will swing repeatedly and also block, parry and manoeuvre. Instead, the attack roll represents the sum total of this activity (although some characters and creatures may get more than one roll if they are particularly effective in combat). The defender's *Armour Class* is added to the attacker's *Attack Bonus*, and this (with various modifiers—see *Chapter 10: Combat* for more details) shows what the attacker needs to roll to "hit" the defender. In the same way that an attack roll does not represent a single swing of the sword, a "hit" does not necessarily represent a solid blow with a weapon.

A hit in combat represents a *potentially* lethal blow. If a defender is inexperienced or badly weakened and exhausted, it may indeed kill them or knock them unconscious. However, a defender who is fresh and experienced is able to partially or wholly avoid the blow, although not without cost. The hit points of the target will be reduced.

Attack Bonus

A character or creature's *Attack Bonus* represents their combat skill. For player characters it is based on their level and class. For monsters it is based on their *Hit Dice*. Attack bonuses start at +0, which represents a person or monster who is completely unskilled and unused to combat, and increase with increasing ability, to a maximum of +50 or more.

Armour Class

A character or creature's *Armour Class* represents how hard they are to hit in combat. A "hit" in combat does not represent a single solid blow with a weapon but instead represents one or more *potentially* lethal blows. Armour makes potentially lethal blows less likely, and therefore makes it harder for an attack roll to score a hit. Again, this is abstracted and does not represent the armour making it harder to actually hit the character, merely making it harder to score a potentially lethal blow.

The armour class of a "standard" warrior wearing suit armour is 0, and characters wearing less armour have armour classes that are represented by positive numbers (representing a bonus to an attacker's rolls) whereas characters wearing more armour have armour classes that are represented by negative numbers (representing a penalty to an attacker's rolls). It is important to always remember that a *lower* armour class is *better*; this is why a character's dexterity bonus is *subtracted* from their armour class, rather than being added to it.

Hit Points

The ability of a character or creature to avoid potentially lethal damage—whether in or out of combat—is represented by their *Hit Points*. These hit points indicate a combination of skill, luck, divine favour, and sheer determination. A heroic character with many hit points will be able to keep fighting and keep dodging potentially lethal blows for a long time, whereas a character with few hit points is inexperienced and is likely to be killed rather quickly by the first or second such blow.

As characters avoid more and more potentially lethal blows, they will still pick up nicks, bruises and scrapes; and they will become more and more fatigued. Therefore, when something potentially lethal hits a character, they take *Damage*.

Damage reduces the number of hit points a character has left, and if a character takes enough damage they will run out of hit points and be knocked unconscious or killed.

See *Chapter 10: Combat* for more details on taking damage. Hit points lost to damage can be recovered by either time, the application of first aid, or magical healing.

Monsters have a number of *Hit Dice*, which shows how many d8's should be rolled to determine their hit points. Characters get extra hit points each level, at lower levels the additional hit points are rolled on a die (of varying type depending on the character's class) and the character's constitution bonus or penalty is added to each roll. At higher levels, characters gain a fixed number of hit points per level (again depending on their class) and no longer also add their constitution bonus or penalty.

Saving Throws

In some situations - usually combat situations - something might have a harmful effect on a creature other than direct damage (for example the petrifying gaze of a basilisk), or it might have a damaging effect that does not rely on an attack hitting the creature (for example a dragon's fiery breath filling an area). In these cases, player characters and monsters often have a chance to partially or fully avoid the effect by rolling a *Saving Throw* on a d20.

There are six types of saving throws that between them cover nine of these situations: *Death, Death Rays & Poison*; *Magic Wands*; *Paralysis & Petrification*; *Breath Weapons*; *Rods, Staffs, and Spells*. The difficulty—the number which needs to be equalled or exceeded on the d20 roll—is usually based on the level of the defender (or the number of hit dice in the case of monsters), although there may rarely be modifiers.

Although rods, staffs and spells are covered by the same saving throw, player characters only add their wisdom bonus (or penalty) when this saving throw is used against spells.

Experience And Levels

As mentioned previously, the adventuring careers of player characters are split up into levels.

Each character normally starts at level one, which means that they are inexperienced and have never adventured before. Once characters start adventuring, they gain experience. In game terms, this means that they gain *Experience Points* for doing adventurous things—slaying monsters, recovering treasure, undertaking quests, and so on. When a character has acquired enough experience points, their level increases. An increase in level is accompanied by an increase in the character's abilities and attributes, showing that the character is now more experienced and becoming more capable in their chosen adventuring profession.

Character Classes

Even with the same amount of experience, not all player characters are the same. Although they are all assumed to be adventurers, their backgrounds may be rather different from each other. For example a young human that has just finished a five year apprenticeship under a magic-user and has now mastered the essentials of spell casting is going to be very different than a dwarven warrior who has spent every weekend doing combat training in case of goblin attack.

In the game, this difference in background, upbringing and training is represented by *Character Classes*. Each player character (and some important non-player characters, if they are also adventurers) has a character class based on their background. As a player, you have a free choice of character class for your character, providing your ability scores meet some minimum criteria. See *Chapter 4: Creating a Character* for more details.

The character's class determines which sorts of weapon and armour they will have been trained how to use, and also may provide them with various special abilities. There is little difference between the classes at low levels, since all the characters are novices in their chosen professions. However, as characters gain experience and levels, the differences between the classes become more pronounced.

Dark Dungeons has five different classes for human adventurers, and three classes for non-human adventurers. Non-humans have different cultures to humans and different natural abilities, so their adventurers are brought up with different backgrounds and are sufficiently different from human adventurers to warrant their own classes.

The five human classes are, Cleric, Fighter, Magic-User, Mystic and Thief; and the non-human ones are Elf, Dwarf and Halfling.

Each of these character classes is fully described in *Chapter 4: Creating a Character*.

Alignment

All sapient creatures in Dark Dungeons have an *Alignment*. This represents the philosophical outlook of the creature. There are two opposing philosophical alignments that a creature might have: *Order*, or *Chaos*.

Creatures aligned with *Order*, usually referred to as "Lawful" creatures, enjoy stability, routine, and predictability. They are likely to live in large cities with well defined social mores and caste, class systems or other forms of social stratification where everyone knows their place and there is little social mobility. Such societies can be benevolent and protective or oppressive and tyrannical in nature, but in either case one's position in society and feeling as if one belongs to a group are often seen as more important than individuality.

Creatures aligned with *Chaos*, usually referred to as "Chaotic" creatures, are quite the opposite. They prefer novelty and change to stodgy routine, and are more likely to live in small family groups or clans than in cities. Position and respect in such groups is often very changeable and linked to individual traits such as strength or honour. Chaotic societies can be bastions of altruism, freedom and individuality or brutal dog-eat-dog places where only the strongest survive.

Many creatures don't wholly embrace either of these philosophies, preferring something in-between the two. These creatures are usually simply referred to as "Neutral".

The constant struggle between *Order* and *Chaos* is the struggle between civilisation and barbarism and the balance swings back and forth as empires rise and fall. This struggle is also an inherent part of the way magic works, and there are magical effects and spells that vary depending on whether the alignments of their caster and target match.

Part 2

Characters & Their Abilities

Chapter 4: Creating a Character

Creating a character for Dark Dungeons is a relatively straightforward process. You will need a pencil and paper, and some dice.

Creating a Character, Step by Step

Step 1) Name and concept

The first thing to do is to decide what sort of character you want to play. Do you want to be a brave warrior or a stealthy rogue? Do you want to be male or female? Do you want to be dour and sullen or happy-go-lucky? Are you a paragon of virtue or a conniving schemer?

It's important to decide what sort of character you want to play before picking up any dice, but also important to be flexible in such a concept and to talk to the GM first. If the GM is starting a game with first level characters (which is the usual way to start a game) then deciding you want to play an experienced swashbuckling pirate captain who is an expert fencer isn't going to work. You would be better deciding you want to play someone who aspires to be a swashbuckling pirate captain but is just starting out on their adventuring career. Similarly, if your GM has decided that the campaign will take place in a world where humans are the only race, it's no good deciding that you want to play an elf.

Example: Marcie decides that she'd like to play a carefree young tearaway who is bored with travelling on merchant caravans with her parents and wants to set off on a life of adventure instead. She sees the character—who she names Black Leaf—as possibly being magical (maybe an elf) but definitely being someone who is tall and slender, light on their feet, and highly mobile rather than being weighed down with armour.

Step 2) Roll ability scores

Write down each of the six abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma) on a piece of scratch paper, and roll 3d6 for each one in order, noting down the result. These are your basic scores in each of the abilities.

If none of your rolls are above 9, or if two or more of your rolls are 6 or less, then re-roll all six rolls.

Example: Marcie rolls 3d6 six times in order and gets:

Str: 10

Int: 8

Wis: 12

Dex: 14

Con: 9

Cha: 11

She is pleased with the high dexterity, which fits well with her concept, but realises that with an intelligence of only 8 she's going to have to abandon thoughts of Black Leaf using magic.

Step 3) Choose a class, and adjust ability scores

Once you have your basic ability scores, you will be able to see your character's basic strengths and weaknesses. Now you must choose which class your character will have. You may have already decided this as part of your character's concept, or you may have changed your mind after seeing that your basic ability scores are particularly suitable (or unsuitable) for particular classes.

When you choose your class, you are able to adjust your basic ability scores somewhat to fit.

Each class has a particular ability score or scores that can be enhanced, to a maximum value of 18, and a list of ability scores that can be sacrificed to pay for this enhancement.

When choosing that class, you are free to increase the score of the abilities that may be enhanced at the cost of decreasing one or more of the sacrifice abilities a total of two points per point of increase taken.

The sacrificed points may be split between the sacrifice abilities as you see fit, providing that you don't decrease any of them below a score of 9. If more than one ability can be enhanced, they are enhanced independently of each other, not together.

When choosing a class, please note that some classes have minimum required scores in some abilities. These requirements must be met after any enhancing and sacrificing of ability scores has taken place.

If you had your heart set on playing a specific class, and your ability rolls are such that even adjusting your ability scores by the above method won't make your character suitable for that class, your Game Master may give you permission to swap one of your other scores for one of the scores that your intended class can enhance before you start the adjustment.

Table 4-1: Class Ability Requirements

Class	Abilities			Experience Bonus
	Can Be Enhanced	Can Be Sacrificed	Minimum Required	
Cleric	Wisdom	Strength Intelligence	Wisdom 9	Wis 13-15 = +5% Wis 16+ = +10%
Dwarf	Strength	Intelligence Wisdom	Constitution 9	Str 13-15 = +5% Str 16+ = +10%
Elf	Strength Intelligence	Wisdom	Intelligence 9	Str 13+ or Int 13+ = +5% Str 13+ and Int 13+ = +10%
Fighter	Strength	Intelligence Wisdom	Strength 9	Str 13-15 = +5% Str 16+ = +10%
Halfling	Strength Dexterity	Intelligence Wisdom	Dexterity 9 Constitution 9	Str 13+ or Dex 13+ = +5% Str 13+ and Dex 13+ = +10%
Magic-User	Intelligence	Strength Wisdom	Intelligence 9	Int 13-15 = +5% Int 16+ = +10%
Mystic	Strength Dexterity	Intelligence Wisdom	Wisdom 13 Dexterity 13	Str 13-15 = +5% Str 16+ = +10%
Thief	Dexterity	Strength Intelligence Wisdom	Dexterity 9	Dex 13-15 = +5% Dex 16+ = +10%

Finally, each class can give the character a bonus (or sometimes a penalty) to earned experience if they have high enough scores in one or more abilities.

This will be explained further in *Chapter 11: Gaining Experience.*

Example: Marcie has given up on the idea of Black Leaf using magic, and has decided she should be a slippery and lithe character adept at getting out of (and into) trouble. In terms of character classes, either thief, mystic or halfling would fit. She dismisses the idea of being a halfling since she imagines Black Leaf as being tall and willowy; and decides that she just wouldn't be the disciplined type so mystic is out too. She makes Black Leaf a thief.

Looking at table 4-1, she sees that by choosing thief she can raise her dexterity by sacrificing strength, intelligence or wisdom. She can't sacrifice intelligence because it is already below 9, so she decides to sacrifice as much strength and wisdom as she can. By lowering her strength by 1 point and her wisdom by 3 points (the maximum she can, since that puts both scores on 9) she has sacrificed a total of 4 points and can therefore raise her dexterity by two points—to 16. She does this, happy in the knowledge that as a thief Black Leaf's great dexterity score will give her a +10% bonus to earned experience.

Black Leaf now has the following ability scores:

Str: 9

Int: 8

Wis: 9

Dex: 16

Con: 9

Cha: 11

Step 4) Fill in class details

Now that you know what class your character is, you can fill in your character sheet with the abilities that your character gets from that class. Details of these abilities are given in the description of each class.

Table 4-2a: Cleric abilities by level

Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Spells per day by spell level							Saving Throws				
						1	2	3	4	5	6	7	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell
1	0	1d6	+1	4	2	-	-	-	-	-	-	-	11	12	14	16	15
2	1,500	2d6	+1	4	2	1	-	-	-	-	-	-	11	12	14	16	15
3	3,000	3d6	+1	4	3	2	-	-	-	-	-	-	11	12	14	16	15
4	6,000	4d6	+2	4	3	2	1	-	-	-	-	-	10	11	13	15	14
5	12,000	5d6	+2	5	3	2	2	-	-	-	-	-	10	11	13	15	14
6	25,000	6d6	+3	5	4	2	2	1	-	-	-	-	9	10	12	14	13
7	50,000	7d6	+3	5	4	3	2	2	-	-	-	-	9	10	12	14	13
8	100,000	8d6	+4	5	4	3	3	2	1	-	-	-	8	9	11	13	12
9	200,000	9d6	+4	6	5	3	3	3	2	-	-	-	8	9	11	13	12
10	300,000	9d6+1	+5	6	5	4	4	3	2	1	-	-	7	8	10	12	11
11	400,000	9d6+2	+5	6	6	4	4	3	3	2	-	-	7	8	10	12	11
12	500,000	9d6+3	+6	6	6	4	4	4	3	2	1	-	7	8	9	11	10
13	600,000	9d6+4	+6	7	6	5	5	4	3	2	2	-	6	7	9	11	10
14	700,000	9d6+5	+7	7	6	5	5	5	3	3	2	-	6	7	8	10	9
15	800,000	9d6+6	+7	7	7	6	5	5	3	3	3	-	6	7	8	10	9
16	900,000	9d6+7	+8	7	7	6	5	5	4	4	3	-	6	7	7	9	8
17	1,000,000	9d6+8	+8	8	7	6	6	5	4	4	3	1	5	7	7	9	8
18	1,100,000	9d6+9	+9	8	7	6	6	5	4	4	3	2	5	7	6	8	7
19	1,200,000	9d6+10	+9	8	7	7	6	5	4	4	4	2	5	7	6	8	7
20	1,300,000	9d6+11	+10	8	7	7	6	5	4	4	4	3	5	6	6	7	6
21	1,400,000	9d6+12	+10	9	7	7	6	5	5	5	4	3	4	6	5	7	6
22	1,500,000	9d6+13	+11	9	7	7	6	5	5	5	4	4	4	5	5	6	5
23	1,600,000	9d6+14	+11	9	8	7	7	6	6	5	4	4	4	5	5	6	5
24	1,700,000	9d6+15	+12	9	8	8	7	6	6	5	5	4	4	5	5	5	5
25	1,800,000	9d6+16	+12	10	8	8	7	6	6	5	5	5	3	4	4	5	4
26	1,900,000	9d6+17	+13	10	8	8	7	7	6	6	5	5	3	4	4	4	4
27	2,000,000	9d6+18	+13	10	8	8	8	7	6	6	6	5	3	4	4	4	4
28	2,100,000	9d6+19	+14	10	8	8	8	7	7	7	6	5	3	4	4	4	4
29	2,200,000	9d6+20	+14	11	8	8	8	7	7	7	6	6	2	3	3	3	3
30	2,300,000	9d6+21	+15	11	9	8	8	8	7	7	7	6	2	3	3	3	3
31	2,400,000	9d6+22	+15	11	9	8	8	8	8	8	7	6	2	3	3	3	3
32	2,500,000	9d6+23	+16	11	9	9	8	8	8	8	7	7	2	3	3	3	3
33	2,600,000	9d6+24	+16	12	9	9	9	8	8	8	8	7	2	2	2	2	2
34	2,700,000	9d6+25	+17	12	9	9	9	9	8	8	8	8	2	2	2	2	2
35	2,800,000	9d6+26	+17	12	9	9	9	9	9	9	8	8	2	2	2	2	2
36	2,900,000	9d6+27	+18	12	10	9	9	9	9	9	9	9	2	2	2	2	2

Table 4-2b: Turning Undead by Cleric Level

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Phantom	Haunt	Spirit	Nightshade	Lich	Special
1	7	9	11	-	-	-	-	-	-	-	-	-	-	-
2	t	7	9	11	-	-	-	-	-	-	-	-	-	-
3	t	t	7	9	11	-	-	-	-	-	-	-	-	-
4	d	t	t	7	9	11	-	-	-	-	-	-	-	-
5	d	d	t	t	7	9	11	-	-	-	-	-	-	-
6	d	d	d	t	t	7	9	11	-	-	-	-	-	-
7	d	d	d	d	t	t	7	9	11	-	-	-	-	-
8	d	d	d	d	d	t	t	7	9	11	-	-	-	-
9	d	d	d	d	d	d	t	t	7	9	11	-	-	-
10	d	d	d	d	d	d	t	t	7	9	11	-	-	-
11	D	d	d	d	d	d	d	t	t	7	9	11	-	-
12	D	d	d	d	d	d	d	t	t	7	9	11	-	-
13	D	D	d	d	d	d	d	d	t	t	7	9	11	-
14	D	D	d	d	d	d	d	d	t	t	7	9	11	-
15	D	D	D	d	d	d	d	d	d	t	t	7	9	11
16	D	D	D	d	d	d	d	d	d	t	t	7	9	11
17	D	D	D	D	d	d	d	d	d	d	t	t	7	9
18	D	D	D	D	d	d	d	d	d	d	t	t	7	9
19	D	D	D	D	d	d	d	d	d	d	t	t	7	9
20	D	D	D	D	d	d	d	d	d	d	t	t	7	9
21	D	D	D	D	D	d	d	d	d	d	d	t	t	7
22	D	D	D	D	D	d	d	d	d	d	d	t	t	7
23	D	D	D	D	D	d	d	d	d	d	d	t	t	7
24	D	D	D	D	D	d	d	d	d	d	d	t	t	7
25	X	D	D	D	D	D	d	d	d	d	d	d	t	t
26	X	D	D	D	D	D	d	d	d	d	d	d	t	t
27	X	D	D	D	D	D	d	d	d	d	d	d	t	t
28	X	D	D	D	D	D	d	d	d	d	d	d	t	t
29	X	X	D	D	D	D	D	d	d	d	d	d	t	t
30	X	X	D	D	D	D	D	d	d	d	d	d	t	t
31	X	X	D	D	D	D	D	d	d	d	d	d	t	t
32	X	X	D	D	D	D	D	d	d	d	d	d	t	t
33	X	X	X	D	D	D	D	D	d	d	d	d	t	t
34	X	X	X	D	D	D	D	D	d	d	d	d	t	t
35	X	X	X	D	D	D	D	D	d	d	d	d	t	t
36	X	X	X	D	D	D	D	D	d	d	d	d	t	t

Cleric

Class Description: Clerics are human characters who have devoted themselves to religious service.

In exchange for taking vows to uphold their religion's principles and tenets and to never use bladed weapons, clerics gain the ability to drive away or even destroy undead creatures; and to cast clerical spells.

Depending on the particular religion the cleric follows, the cleric may worship one or more gods—or even an entire pantheon of gods. Other religions involve the worship of abstract concepts such as "fire" or "good", or involve the worship of ancestral or other spirits. Yet other religions are based on abstract philosophies.

Regardless of the type of religion, the powers wielded by a cleric are actually provided by an individual Immortal. It is up to the Game Master to determine the exact details of the religion and what role the Immortal plays in it. Commonly this role will be as an intermediary, servant or messenger of the god(s) that the cleric worships.

With the Game Master's permission, it is even possible for a cleric to be completely non-religious—having been given clerical power by an Immortal as part of some other more business-like arrangement.

Within an adventuring party, clerics tend to operate in a support role. Their spells emphasise healing and protection rather than flashy attacks.

Equipment Restrictions: Clerics may wear any armour or shield, but may only use blunt weapons.

Cleric Abilities (See Table 4-2a)

Hit Points: Clerics gain 1d6 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, clerics gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A cleric's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A cleric starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Clerics gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Clerics start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Clerics gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Spells: Starting at 2nd level, clerics can cast clerical spells. See *Chapter 7: Spells* for detailed descriptions of these spells.

Providing a cleric has had a good night's sleep (8 hours), they can spend an hour meditating and/or performing religious rites after waking up in order to gain spells for the day as indicated on *table 4-2*.

Every cleric has access to all cleric spells of levels they can cast, and chooses freely which ones to prepare each day within the limits of the numbers shown on *table 4-2*.

Each prepared spell can be cast once during the day, and if a cleric wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level.

Some clerical spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A cleric chooses whether or not to reverse the spell at the time of casting, not at the time of preparation. Clerical spells are always prepared in their normal form.

See *Chapter 7: Spells* for more information on spells and spell casting.

Turn Undead: Clerics have the ability to channel divine power from their patron in order to drive away or even destroy undead creatures such as zombies or vampires.

When your cleric tries to turn undead, you must first decide which undead you are targeting. If you are facing a mixed group of undead you can only turn one type of undead each round.

Once you have decided which undead you wish to attempt to turn, consult *table 4-2b* and compare your cleric's level with the type of undead that you are trying to turn. The entry in the table will indicate the level of success, as follows:

'-' —You are not powerful enough to turn this type of undead.

'11'—Roll 2d6. Your attempt at turning the undead will be successful if you roll an 11 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'9'—Roll 2d6. Your attempt at turning the undead will be successful if you roll a 9 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'7'—Roll 2d6. Your attempt at turning the undead will be successful if you roll a 7 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

't'—Your attempt at turning the undead automatically succeeds. Roll 2d6 to see how many undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one will always be affected even if it has more hit dice than the roll.

'd'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 2d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'D'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 3d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'X'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 4d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

Undead that have been turned will be compelled to flee from the cleric as fast as they are able for at least five minutes.

If cornered during this time, they will cower and be unable to make any kind of attack, although intelligent undead may use whatever defensive powers they possess in order to protect themselves. The bodies of undead that have been destroyed will crumble to a fine ash, and incorporeal undead will fade away to nothing.

Some particularly powerful undead might have ways of resisting being turned, and a powerful master may be able to protect their minions making them harder to turn.

Example: Elfstar the second level cleric is facing a pack of zombies. On her action she decides to use her turn undead ability rather than attacking with her mace.

Elfstar's player announces that she is targeting the zombies with her turn attempt, and looks on her character sheet (onto which she has copied the relevant information from table 4-2).

This shows a '7', so she needs to roll 2d6 and get a 7 or higher to successfully turn the zombies. She rolls the dice and gets a 10—success!

Elfstar's player now rolls 2d6 a second time to see how many zombies Elfstar has just turned. She rolls a 9. Since zombies have two hit dice each, Elfstar has successfully turned four of the zombies (a total of 8 hit dice). She cannot turn a fifth one, since that would be a total of 10 hit dice which is higher than her roll of 9).

Saving Throws: Clerics make saving throws using the target difficulties listed on *table 4-2*.

Druidic Vows

When a cleric with a neutral alignment reaches 9th level or higher, they may decide to take druidic vows.

Taking druidic vows means that a cleric no longer gains their powers through a specific Immortal, but gains them directly from nature itself. It is up to the Game Master to determine what the attitude of the cleric's religion (both the mortal church and whatever supernatural entities are involved) is to this change, although that attitude should not come as a surprise to the cleric. More importantly, the player should be informed of this attitude at character creation when picking a religion for their cleric.

Taking druidic vows requires a deep commitment on the part of the cleric, and the cleric must seek out an existing druid and undergo a period of initiation with them lasting from 1-4 months.

Once the initiation is finished, the cleric becomes a druid. Druidic society has no hierarchy or structure and each druid is effectively their own master, doing as they think right.

The druidic philosophy is primarily concerned with protecting nature from corruption and destruction.

As such, druids live apart from civilisation, often in woodland areas but occasionally in mountains or desert regions.

Although there are occasional extremists who seek to kill or drive off all those who intrude on their protected areas, most druids are pragmatic in their protection.

They will not hinder those who travel through or even hunt in their realms—providing such travel or hunting is done responsibly. However, they do oppose the encroachment of farmland and cities into their realm, as well as protecting it from unnatural creatures.

Druids shun all technology, and do not like to use manufactured items. Most will reluctantly use money on occasion, but will generally prefer to barter for what few goods they use and for their services.

In general, druids will keep on friendly terms with people who live around (or even in) their lands; helping and protecting them in exchange for their keeping respectful of nature.

In game terms, becoming a druid has the following effects:

Equipment Restrictions: Druids' distaste for manufactured and refined goods makes them unable to wear metal items or use metal weapons. They may only use weapons and shields made of wood and/or natural stone, and may only use leather armour.

Spells: Druids continue to cast spells as other clerics do. However, their spell list is slightly different to that of other clerics.

Druids have four extra druid-only spells available to them at each spell level. Note that these are extra *spells available to be prepared*, not extra spells per day. A druid can only prepare as many spells per day as any other cleric of the same level can—they just have a wider selection of spells to choose from when doing so.

Turn Undead: Clerics who take druidic vows lose the ability to turn undead.

Dwarf

Class Description: Dwarves are a demi-human race. Like most demi-human races, they are less flexible than humans, and all dwarf adventurers are represented by a single class.

Physically, dwarves are slightly shorter than humans but are similar in weight due to their stockier build. Skin and hair colour shows the same range as humans, although both male and female dwarves tend to have slightly more facial and body hair than humans and both sexes usually sport beards.

Traditionally, dwarves live in mountainous areas near humans, where they live underground and use their mining and metal-working skills to make goods and tools that they can trade with the humans for food and textiles.

Dwarves are an inherently non-magical race, and possess no magic users or clerics of their own—not even being able to produce the lesser shamans that goblins and giants—their traditional enemies—are able to field in battle. However, this lack of magical ability makes dwarves much more resilient and able to resist magical attacks.

Dwarven adventurers make tough warriors who are at home in underground environments.

Equipment Restrictions: Dwarves can wear any armour or shield, and can use any small or medium weapon. They cannot use large weapons due to their stature.

Dwarf Abilities (See Table 4-3)

Hit Points: Dwarves gain 1d8 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, dwarves gain 2 hit points per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A dwarf's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Table 4-3: Dwarf abilities by level

						Saving Throws					
Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell	Special Abilities
1	0	1d8	+1	4	4	8	9	10	13	12	Heatvision / Stonelore
2	2,200	2d8	+1	4	4	8	9	10	13	12	
3	4,400	3d8	+2	4	5	7	8	9	12	11	
4	8,800	4d8	+2	4	5	7	8	9	11	10	
5	17,000	5d8	+3	5	5	6	7	8	10	9	
6	35,000	6d8	+4	5	6	5	6	7	9	8	
7	70,000	7d8	+4	5	6	5	6	7	8	7	
8	140,000	8d8	+5	5	6	4	5	6	7	6	
9	270,000	9d8	+6	6	7	3	4	5	6	5	
10	400,000	9d8+2	+6	6	7	3	4	5	5	4	
11	530,000	9d8+4	+7	6	8	2	3	4	4	3	
12	660,000	9d8+6	+8	6	8	2	3	4	4	3	Multiple Attacks/Smash/Parry
13	800,000	9d8+8	+8	7	8	2	3	4	3	3	
14	950,000	9d8+10	+9	7	8	2	3	4	3	3	
15	1,100,000	9d8+12	+10	7	9	2	2	3	2	2	
16	1,250,000	9d8+14	+10	7	9	2	2	3	2	2	Spell Resistance
17	1,400,000	9d8+16	+11	8	9	2	2	3	2	2	
18	1,550,000	9d8+18	+12	8	9	2	2	3	2	2	
19	1,700,000	9d8+20	+12	8	10	2	2	2	2	2	
20	1,850,000	9d8+22	+13	8	10	2	2	2	2	2	Multiple Attacks (3)
21	2,000,000	9d8+24	+14	9	10	2	2	2	2	2	
22	2,150,000	9d8+26	+14	9	10	2	2	2	2	2	
23	2,300,000	9d8+28	+15	9	11	2	2	2	2	2	
24	2,450,000	9d8+30	+16	9	11	2	2	2	2	2	
25	2,600,000	9d8+32	+16	10	11	2	2	2	2	2	
26	2,750,000	9d8+34	+17	10	11	2	2	2	2	2	
27	2,900,000	9d8+36	+18	10	12	2	2	2	2	2	
28	3,050,000	9d8+38	+18	10	12	2	2	2	2	2	
29	3,200,000	9d8+40	+19	11	12	2	2	2	2	2	
30	3,350,000	9d8+42	+20	11	13	2	2	2	2	2	
31	3,500,000	9d8+44	+20	11	13	2	2	2	2	2	
32	3,650,000	9d8+46	+21	11	13	2	2	2	2	2	
33	3,800,000	9d8+48	+22	12	14	2	2	2	2	2	
34	3,950,000	9d8+50	+22	12	14	2	2	2	2	2	
35	4,100,000	9d8+52	+23	12	14	2	2	2	2	2	
36	4,250,000	9d8+54	+23	12	15	2	2	2	2	2	Multiple Attacks (4)

Skills: A dwarf starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Dwarves gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Dwarves start with four weapon feats, which must be spent immediately on basic proficiency with four different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Dwarves gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Saving Throws: Dwarves make saving throws using the target difficulties listed on *table 4-3*.

Heatvision: Dwarves have the ability to see not only the colour of things but also their temperature. When a dwarf is in the dark (and only then—normal light overloads a dwarf's heatvision and prevents it from working) they can use their heatvision to navigate and even to fight. However, heatvision doesn't allow the dwarf to see pictures and writing unless they are carved into the surface that the dwarf is looking at.

Stonelore: A dwarf's experience with masonry and stonework—in particular underground stonework—gives them a chance to detect irregularities in construction. If a dwarf examines an area looking for irregularities, the Game Master should secretly roll 1d6 for each feature in the area being searched that is one of the following:

- ►Traps involving moving stone walls or blocks of stone
- ►Secret doors involving moving stone walls.
- ►Newly built stone constructions.
- ►Gently sloping stonework.

In each case, if the 1d6 roll is a 1-2, the dwarf is able to detect the feature. If the roll is a 3-6, then the dwarf in unable to detect the feature (and the dwarf's player should not be told whether this was because the roll failed or because there was no feature to detect).

Multiple Attacks: At 12th level, a dwarf is able to make two attacks per round against any creature that they are able to hit by rolling a 2+ on the attack roll (after modifiers). At 20th level, this rises to three attacks and at 36th level it rises to four attacks. See *Chapter 10: Combat* for details of multiple attacks.

Smash: At 12th level, a dwarf gains the ability to make smash attacks in melee. At the beginning of the round, the dwarf's player declares that their character is making a smash attack. The dwarf automatically loses initiative, and takes a –5 penalty to their attack roll for the attack. However, if the attack hits then the dwarf gets to add their strength *score* to the damage done by the attack *as well as* their strength bonus. See *Chapter 10: Combat* for details of smash attacks.

Parry: At 12th level, a dwarf can choose to use the parry action. The dwarf's player declares that their character is parrying at the beginning of the round before initiative is rolled. The dwarf makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a –4 penalty.

Spell Resistance: At 16th level and higher, a dwarf only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the dwarf only takes a quarter of normal damage if they save successfully.

Elf

Class Description: Elves are a demi-human race. Like most demi-human races, they are less flexible than humans, and all elf adventurers are represented by a single class.

Elves are more slender and graceful than humans, but they are approximately the same height. Although elves show a similar range of skin colours to those of humans in terms of shade, the hue of their skin tends to be more yellow-brown than that of humans giving them a colouration resembling that of wood anywhere from light pine through to dark ebony. The ears of elves are pointed.

Elves have no body or facial hair, although the hair on their heads is luxuriant, and changes colour throughout their life like the colours of leaves change through seasons—starting a light green and slowly darkening, as the elf matures before changing to brown, gold and red in old age.

Elves are naturally magical creatures, and all elves are capable of casting low level magical spells.

Elven adventurers are usually much more highly skilled and have spell casting abilities rivalling the finest human magic users. However, despite their inherent magic elves are unable to become clerics or shamans.

Elves usually live in woodland or forest, and have an affinity for trees. Their towns tend to be in the treetops, woven out of living branches. Elven communities usually have a deep respect for nature, and work together with human druids.

Elves are fine crafters of wood, and although they rarely mine for it themselves they are capable of delicate metalwork as well. Their natural magical ability makes them excellent producers of magic items known for their physical beauty as well as their power.

In an adventuring situation, elves can both fight competently (although not quite as well as a human fighter) and use magic making them very flexible. Elven characters pay for this, however, by advancing in level the most slowly of any class.

Equipment Restrictions: Elves can wear any armour or shield, and can use any weapon.

Elf Abilities (See Table 4-4)

Hit Points: Elves gain 1d6 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, elves gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: An elf's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: An elf starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Elves gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Elves start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Elves gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Table 4-4: Elf abilities by level

Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Spells per day by spell level									Saving Throws					Special Abilities
						1	2	3	4	5	6	7	8	9	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell	
1	0	1d6	+1	4	2	1	-	-	-	-	-	-	-	-	12	13	13	15	15	Heatvision / Elfsight / Ghoul Immunity
2	4,000	2d6	+1	4	2	2	-	-	-	-	-	-	-	-	12	13	13	15	15	
3	8,000	3d6	+1	4	3	2	1	-	-	-	-	-	-	-	11	12	12	14	14	
4	16,000	4d6	+2	4	3	2	2	-	-	-	-	-	-	-	9	11	11	12	12	
5	32,000	5d6	+2	5	3	2	2	1	-	-	-	-	-	-	8	10	10	11	11	
6	64,000	6d6	+3	5	4	3	2	2	-	-	-	-	-	-	7	9	9	10	10	
7	120,000	7d6	+3	5	4	3	2	2	1	-	-	-	-	-	5	8	8	8	8	
8	250,000	8d6	+4	5	4	3	3	2	2	-	-	-	-	-	4	7	7	7	7	
9	400,000	9d6	+4	6	5	3	3	2	2	1	-	-	-	-	3	6	6	6	6	
10	550,000	9d6+1	+5	6	5	4	3	3	2	2	-	-	-	-	3	5	5	4	4	
11	700,000	9d6+2	+5	6	6	4	4	4	3	2	-	-	-	-	2	4	4	3	3	Multiple Attacks (2) / Smash / Parry
12	850,000	9d6+3	+6	6	6	4	4	4	3	2	1	-	-	-	2	4	4	3	3	
13	1,000,000	9d6+4	+6	7	6	5	4	4	3	2	2	-	-	-	2	4	4	2	2	
14	1,150,000	9d6+5	+7	7	6	5	4	4	4	3	2	-	-	-	2	3	3	2	2	Breath Evasion
15	1,300,000	9d6+6	+7	7	7	5	4	4	4	3	2	1	-	-	2	3	3	2	2	
16	1,450,000	9d6+7	+8	7	7	5	5	5	4	3	2	2	-	-	2	3	3	2	2	
17	1,600,000	9d6+8	+8	8	7	6	5	5	4	4	3	2	-	-	2	2	2	2	2	
18	1,750,000	9d6+9	+9	8	7	6	5	5	4	4	3	2	1	-	2	2	2	2	2	Multiple Attacks (3)
19	1,900,000	9d6+10	+9	8	7	6	5	5	5	4	3	2	2	-	2	2	2	2	2	
20	2,050,000	9d6+11	+10	8	7	6	5	5	5	4	4	3	2	-	2	2	2	2	2	
21	2,200,000	9d6+12	+10	9	7	6	5	5	5	4	4	3	2	1	2	2	2	2	2	
22	2,350,000	9d6+13	+11	9	7	6	6	5	5	5	4	3	2	2	2	2	2	2	2	
23	2,500,000	9d6+14	+11	9	8	6	6	6	6	5	4	3	3	2	2	2	2	2	2	
24	2,650,000	9d6+15	+12	9	8	7	7	6	6	5	5	4	3	2	2	2	2	2	2	
25	2,800,000	9d6+16	+12	10	8	7	7	6	6	5	5	4	4	3	2	2	2	2	2	
26	2,950,000	9d6+17	+13	10	8	7	7	7	6	6	5	5	4	3	2	2	2	2	2	
27	3,100,000	9d6+18	+13	10	8	7	7	7	6	6	5	5	5	4	2	2	2	2	2	
28	3,250,000	9d6+19	+14	10	8	8	8	7	6	6	6	6	5	4	2	2	2	2	2	
29	3,400,000	9d6+20	+14	11	8	8	8	7	7	7	6	6	5	5	2	2	2	2	2	
30	3,550,000	9d6+21	+15	11	9	8	8	8	7	7	7	6	6	5	2	2	2	2	2	
31	3,700,000	9d6+22	+15	11	9	8	8	8	7	7	7	7	6	6	2	2	2	2	2	
32	3,850,000	9d6+23	+16	11	9	9	8	8	8	8	7	7	7	6	2	2	2	2	2	
33	4,000,000	9d6+24	+16	12	9	9	9	9	8	8	8	7	7	7	2	2	2	2	2	
34	4,150,000	9d6+25	+17	12	9	9	9	9	9	8	8	8	8	7	2	2	2	2	2	
35	4,300,000	9d6+26	+17	12	9	9	9	9	9	9	9	8	8	8	2	2	2	2	2	
36	4,450,000	9d6+27	+18	12	10	9	9	9	9	9	9	9	9	9	2	2	2	2	2	

Spells: Elves can cast magic-user spells. See *Chapter 7: Spells* for detailed descriptions of these spells.

Providing an elf has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on *table 4-4*.

A 1st level elf starts with only two spells in their spell book, and must acquire more during their adventures. Elves may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a *Read Magic* spell.

Each prepared spell can be cast once during the day, and if an elf wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level. Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. An elf chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning elf starts with a spell book given to them by their master, and this spell book will contain the spell *Read Magic* and one other 1st level spell of the player's choice. This spell book is a gift from the character's master and does not need to be paid for.

See *Chapter 7: Spells* for more information on spells and spell casting.

Saving Throws: Elves make saving throws using the target difficulties listed on *table 4-4*.

Heatvision: Elves have the ability to see not only the colour of things but also their temperature. When an elf is in the dark (and only then—normal light overloads an elf's heatvision and prevents it from working) they can use their heatvision to navigate and even to fight. However, heatvision doesn't allow the elf to see pictures and writing unless they are carved into the surface that the elf is looking at.

Elfsight: The superior eyesight of elves enables them to find secret and hidden doors more easily than other characters. See *Chapter 9: Dungeon Delving* for more details on secret doors.

Ghoul Immunity: Elves are immune to the paralysis caused by the touch of ghouls and ghasts. They are not immune to other forms of paralysis.

Multiple Attacks: At 11th level, an elf is able to make two attacks per round against any creature that they are able to hit by rolling a 2+ on the attack roll (after modifiers). At 18th level, this rises to three attacks. See *Chapter 10: Combat* for details of multiple attacks.

Smash: At 11th level, an elf gains the ability to make smash attacks in melee. At the beginning of the round, the elf's player declares that their character is making a smash attack. The elf automatically loses initiative, and takes a –5 penalty to their attack roll for the attack. However, if the attack hits then the elf gets to add their strength *score* to the damage done by the attack *as well as* their strength bonus. See *Chapter 10: Combat* for details of smash attacks.

Parry: At 11th level, an elf can choose to use the parry action. The elf's player declares that their character is parrying at the beginning of the round before initiative is rolled. The elf makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a –4 penalty.

Breath Evasion: At 14th level and higher, an elf only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the elf only takes a quarter of normal damage if they save successfully.

Fighter

Class Description: Fighters are human characters who have been trained in the art of combat. They range from noble chevaliers and daring swashbucklers to brutal thugs and grizzled mercenaries.

In an adventuring party, fighters form the main front line, holding off the enemy and protecting the more vulnerable party members.

Equipment Restrictions: Fighters can wear any armour or shield, and can use any weapon.

Fighter Abilities (See Table 4-5)

Hit Points: Fighters gain 1d8 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, fighters gain 2 hit points per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A fighter's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A fighter starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Fighters gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Fighters start with four weapon feats, which must be spent immediately on basic proficiency with four different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Fighters gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Saving Throws: Fighters make saving throws using the target difficulties listed on *table 4-5*.

Table 4-5: Fighter abilities by level

						Saving Throws					
Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell	Special Abilities
1	0	1d8	+1	4	4	12	13	14	15	16	
2	2,000	2d8	+1	4	4	12	13	14	15	16	
3	4,000	3d8	+2	4	5	11	12	13	14	15	
4	8,000	4d8	+2	4	5	11	12	13	14	15	
5	16,000	5d8	+3	5	5	10	11	12	13	14	
6	32,000	6d8	+4	5	6	9	10	11	12	13	
7	64,000	7d8	+4	5	6	9	10	11	12	13	
8	120,000	8d8	+5	5	6	8	9	10	11	12	
9	240,000	9d8	+6	6	7	7	8	9	10	11	Smash / Parry
10	360,000	9d8+2	+6	6	7	7	8	9	10	11	
11	480,000	9d8+4	+7	6	8	6	7	8	9	10	
12	600,000	9d8+6	+8	6	8	6	7	8	9	10	Multiple Attacks (2)
13	720,000	9d8+8	+8	7	8	6	6	7	8	9	
14	840,000	9d8+10	+9	7	8	6	6	7	8	9	
15	960,000	9d8+12	+10	7	9	6	6	7	8	9	
16	1,080,000	9d8+14	+10	7	9	5	6	6	7	8	
17	1,200,000	9d8+16	+11	8	9	5	6	6	7	8	
18	1,320,000	9d8+18	+12	8	9	5	6	6	7	8	
19	1,440,000	9d8+20	+12	8	10	5	5	6	6	7	
20	1,560,000	9d8+22	+13	8	10	5	5	6	6	7	
21	1,680,000	9d8+24	+14	9	10	5	5	6	6	7	
22	1,800,000	9d8+26	+14	9	10	4	5	5	5	6	
23	1,920,000	9d8+28	+15	9	11	4	5	5	5	6	
24	2,040,000	9d8+30	+16	9	11	4	5	5	5	6	Multiple Attacks (3)
25	2,160,000	9d8+32	+16	10	11	4	4	5	4	5	
26	2,280,000	9d8+34	+17	10	11	4	4	5	4	5	
27	2,400,000	9d8+36	+18	10	12	4	4	5	4	5	
28	2,520,000	9d8+38	+18	10	12	3	4	4	3	4	
29	2,640,000	9d8+40	+19	11	12	3	4	4	3	4	
30	2,760,000	9d8+42	+20	11	13	3	4	4	3	4	
31	2,880,000	9d8+44	+20	11	13	3	3	3	2	3	
32	3,000,000	9d8+46	+21	11	13	3	3	3	2	3	
33	3,120,000	9d8+48	+22	12	14	3	3	3	2	3	
34	3,240,000	9d8+50	+22	12	14	2	2	2	2	2	
35	3,360,000	9d8+52	+23	12	14	2	2	2	2	2	
36	3,480,000	9d8+54	+23	12	15	2	2	2	2	2	Multiple Attacks (4)

Smash: At 9th level, a fighter gains the ability to make smash attacks in melee. At the beginning of the round, the fighter's player declares that their character is making a smash attack. The fighter automatically loses initiative, and takes a –5 penalty to their attack roll for the attack. However, if the attack hits then the fighter gets to add their strength *score* to the damage done by the attack *as well as* their strength bonus. See *Chapter 10: Combat* for details of smash attacks.

Parry: At 9th level, a fighter can choose to use the parry action. The fighter's player declares that their character is parrying at the beginning of the round before initiative is rolled. The fighter makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a –4 penalty.

Multiple Attacks: At 12th level, a fighter is able to make two attacks per round against any creature that they are able to hit by rolling a 2+ on the attack roll (after modifiers). At 24th level, this rises to three attacks and at 36th level it rises to four attacks. See *Chapter 10: Combat* for details of multiple attacks.

Chivalric Vows

After reaching 9th level, a fighter who has received a title of nobility (knight or higher) might decide to take chivalric vows and dedicate themselves to a cause such as a church or a noble. Taking chivalric vows puts restrictions on the fighter's behaviour but gives them extra abilities in exchange.

A fighter wishing to take chivalric vows must first find a suitable chivalric order with which they share an alignment, and then spend a month living with the order. At the end of this time, the fighter undertakes a night long vigil, and then becomes a chevalier. Once the fighter has qualified in this way, the order places them with a particular church or noble who is a supporter of the order. The fighter may or may not get a choice of liege, but betraying a liege is considered betrayal of the order and doing so strips the chevalier of all chivalric abilities and is also likely to incur the wrath of the order.

All chevaliers must obey a strict code-of-conduct, the exact details of which will vary from order to order but will usually involve a requirement to provide hospitality and/or sanctuary to fellow chevaliers of the same order.

Lawful chevaliers are often called paladins, and chaotic chevaliers are often called avengers, but this makes no difference to the game mechanics.

As a member of a chivalric order, the fighter gains the following benefits:

Detect Evil: The chevalier can cast a Detect Evil spell (as per the cleric spell of the same name) as often as they like. Casting this spell does take the fighter's action for a round, so cannot be done at the same time as attacking.

Spells: Chevaliers with sufficient wisdom can cast cleric spells as if a cleric of one third the chevalier's level. For example a 17th level chevalier can cast spells as if a 6th level cleric. All the normal rules and restrictions that apply to a cleric's casting and preparation of spells also apply to the chevalier.

Turn Undead: Chevaliers can turn undead as if a cleric of one third the chevalier's level. For example a 17th level chevalier can turn undead as if a 6th level cleric. All the normal rules and restrictions that apply to a cleric's turning undead also apply to the chevalier.

Halfling

Class Description: Halflings are a demi-human race. Like most demi-human races, they are less flexible than humans, and all halfling adventurers are represented by a single class.

Halflings are much shorter and lighter than humans, standing only 3' tall. They are of a proportionally similar build to humans, with the exception of their feet—which are large and covered in hair. The soles of halflings' feet are tough and resilient, and halflings often travel bare-footed.

Halflings' skin tone has a similar range to that of humans, as does their hair colour. Halflings do not grow beards or moustaches, but the sideburns of adult males tend to be longer than those of humans.

Like dwarves, halflings are an inherently non-magical race, and possess no magic users or clerics of their own. They share the dwarves' natural resilience and resistance to magical attacks, and although they are not as physically tough and adept at fighting as dwarves they make up for this with their natural stealth.

Halflings are very gregarious and can be commonly found living amongst humans and other demi-humans. If left to themselves, they form small villages in grasslands and hills where they excel at farming.

Halfling food production and the halfling love of cookery and brewing make them very popular amongst the other races.

Halfling adventurers make reasonably skilled warriors and scouts who are excel in outdoor environments.

Equipment Restrictions: Halflings can wear any armour or shield, and can use any small weapon. They cannot use medium or large weapons due to their small stature.

Halfling Abilities (See Table 4-7)

Hit Points: Halflings gain 1d6 hit points per level of experience until 9th level.

Table 4-6: Halfling abilities by level

Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Saving Throws					Special Abilities
						Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell	
1	0	1d6	+1	4	2	8	9	10	13	12	Small/Nimble/Unobtrusive
2	2,000	2d6	+1	4	2	8	9	10	13	12	
3	4,000	3d6	+1	4	3	7	8	9	12	11	
4	8,000	4d6	+2	4	3	6	7	8	10	9	
5	16,000	5d6	+2	5	3	5	6	7	9	8	
6	32,000	6d6	+3	5	4	4	5	6	8	7	
7	64,000	7d6	+3	5	4	3	4	5	6	5	
8	120,000	8d6	+4	5	4	2	3	4	5	4	
9	240,000	9d6	+4	6	5	2	3	4	5	4	Spell Resistance
10	360,000	9d6+1	+5	6	5	2	2	3	4	3	
11	480,000	9d6+2	+5	6	6	2	2	3	4	3	Multiple Attacks/Smash/Parry
12	600,000	9d6+3	+6	6	6	2	2	2	3	2	
13	720,000	9d6+4	+6	7	6	2	2	2	3	2	
14	840,000	9d6+5	+7	7	6	2	2	2	2	2	
15	960,000	9d6+6	+7	7	7	2	2	2	2	2	Breath Evasion
16	1,080,000	9d6+7	+8	7	7	2	2	2	2	2	
17	1,200,000	9d6+8	+8	8	7	2	2	2	2	2	
18	1,320,000	9d6+9	+9	8	7	2	2	2	2	2	Multiple Attacks (3)
19	1,440,000	9d6+10	+9	8	7	2	2	2	2	2	
20	1,560,000	9d6+11	+10	8	7	2	2	2	2	2	
21	1,680,000	9d6+12	+10	9	7	2	2	2	2	2	
22	1,800,000	9d6+13	+11	9	7	2	2	2	2	2	
23	1,920,000	9d6+14	+11	9	8	2	2	2	2	2	
24	2,040,000	9d6+15	+12	9	8	2	2	2	2	2	
25	2,160,000	9d6+16	+12	10	8	2	2	2	2	2	
26	2,280,000	9d6+17	+13	10	8	2	2	2	2	2	
27	2,400,000	9d6+18	+13	10	8	2	2	2	2	2	
28	2,520,000	9d6+19	+14	10	8	2	2	2	2	2	
29	2,640,000	9d6+20	+14	11	8	2	2	2	2	2	
30	2,760,000	9d6+21	+15	11	9	2	2	2	2	2	
31	2,880,000	9d6+22	+15	11	9	2	2	2	2	2	
32	3,000,000	9d6+23	+16	11	9	2	2	2	2	2	
33	3,120,000	9d6+24	+16	12	9	2	2	2	2	2	
34	3,240,000	9d6+25	+17	12	9	2	2	2	2	2	
35	3,360,000	9d6+26	+17	12	9	2	2	2	2	2	
36	3,480,000	9d6+27	+18	12	10	2	2	2	2	2	

They add their Con bonus to each of these rolls. After 9th level, halflings gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A halfling's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A halfling starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Halflings gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Halflings start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Halflings gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Saving Throws: Halflings make saving throws using the target difficulties listed on *table 4-6*.

Small: Halflings' small size makes it hard for larger creatures to hit them. Halflings gain a –2 bonus to armour class against attacks from creatures of larger than human size.

Nimble: A halfling's natural agility gives it a +1 bonus to attack rolls when using any missile weapon and a +1 bonus to initiative rolls.

Unobtrusive: In outdoor surroundings, a halfling who remains still can hide with a 90% chance of success providing there are bushes, rocks or trees that can be used as cover. Indoors, a halfling who remains still can hide with a 33% chance of success as long as there is cover or shadow available.

Halflings use this ability to hide in natural daylight, but magical light such as that from a *Continual Light* spell prevents this ability from working.

Spell Resistance: At 9th level and higher, a halfling only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the halfling only takes a quarter of normal damage if they save successfully.

Multiple Attacks: At 11th level, a halfling is able to make two attacks per round against any creature that they are able to hit by rolling a 2+ on the attack roll (after modifiers). At 18th level, this rises to three attacks. See *Chapter 10: Combat* for details of multiple attacks.

Smash: At 11th level, a halfling gains the ability to make smash attacks in melee. At the beginning of the round, the halfling's player declares that their character is making a smash attack. The halfling automatically loses initiative, and takes a –5 penalty to their attack roll for the attack. However, if the attack hits then the halfling gets to add their strength *score* to the damage done by the attack *as well as* their strength bonus. See *Chapter 10: Combat* for details of smash attacks.

Parry: At 11th level, a halfling can choose to use the parry action. The halfling's player declares that their character is parrying at the beginning of the round before initiative is rolled. The halfling makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a –4 penalty.

Breath Evasion: At 15th level and higher, a halfling only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the halfling only takes a quarter of normal damage if they save successfully.

Magic-User

Class Description: Magic-users are human characters who have studied the arcane arts and who are able to cast magical spells.

Unlike the inherently magical elves, magic does not come easily to humans, and prospective magic-users must study for years before they are able to master it. In some larger cities such studying is done in a university, but in more rural areas with fewer resources and fewer people it is more likely to be a master / apprentice system. Unfortunately either kind of study leaves little time for other pursuits and this means that magic-users tend to be somewhat lacking in more physical traits and skills.

In an adventuring party, a magic-user makes excellent artillery with a wide range of offensive spells; but must be protected by other characters as they are physically weak. At low levels, the small number of spells that a magic-user has can make them almost a liability to their party—but wise parties look after their magic-users since should they survive to high level they will begin to wield awesome destructive power.

Equipment Restrictions: Magic-users may not wear armour or use shields and may not use most weapons. The only weapons they may use are daggers, staves, slings, whips, pistols, nets and blowguns.

Magic-User Abilities (See Table 4-7)

Hit Points: Magic-users gain 1d4 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, magic-users gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A magic-user's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A magic-user starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills.

Table 4-7: Magic-user abilities by level

Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Spells per day by spell level									Saving Throws				
						1	2	3	4	5	6	7	8	9	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell
1	0	1d4	+1	4	2	1	-	-	-	-	-	-	-	-	13	14	13	16	15
2	2,500	2d4	+1	4	2	2	-	-	-	-	-	-	-	-	13	14	13	16	15
3	5,000	3d4	+1	4	3	2	1	-	-	-	-	-	-	-	13	14	13	16	15
4	10,000	4d4	+1	4	3	2	2	-	-	-	-	-	-	-	13	14	13	16	14
5	20,000	5d4	+2	5	3	2	2	1	-	-	-	-	-	-	12	13	12	15	14
6	40,000	6d4	+2	5	4	3	2	2	-	-	-	-	-	-	12	13	12	15	13
7	80,000	7d4	+3	5	4	3	2	2	1	-	-	-	-	-	11	12	11	14	13
8	150,000	8d4	+3	5	4	3	3	2	2	-	-	-	-	-	11	12	11	14	12
9	300,000	9d4	+3	6	5	3	3	2	2	1	-	-	-	-	11	12	11	14	11
10	450,000	9d4+1	+4	6	5	4	3	3	2	2	-	-	-	-	10	11	10	13	11
11	600,000	9d4+2	+4	6	6	4	4	4	3	2	-	-	-	-	10	11	10	13	10
12	750,000	9d4+3	+5	6	6	4	4	4	3	2	1	-	-	-	9	10	9	12	10
13	900,000	9d4+4	+5	7	6	5	4	4	3	2	2	-	-	-	9	10	9	12	9
14	1,050,000	9d4+5	+5	7	6	5	4	4	4	3	2	-	-	-	9	10	9	12	8
15	1,200,000	9d4+6	+6	7	7	5	4	4	4	3	2	1	-	-	8	9	8	11	8
16	1,350,000	9d4+7	+6	7	7	5	5	5	4	3	2	2	-	-	8	9	8	11	7
17	1,500,000	9d4+8	+7	8	7	6	5	5	4	4	3	2	-	-	7	8	7	10	7
18	1,650,000	9d4+9	+7	8	7	6	5	5	4	4	3	2	1	-	7	8	7	10	6
19	1,800,000	9d4+10	+7	8	7	6	5	5	5	4	3	2	2	-	7	8	7	10	6
20	1,950,000	9d4+11	+8	8	7	6	5	5	5	4	4	3	2	-	6	7	6	9	5
21	2,100,000	9d4+12	+8	9	7	6	5	5	5	4	4	3	2	1	6	7	6	9	5
22	2,250,000	9d4+13	+9	9	7	6	6	5	5	5	4	3	2	2	5	6	5	8	4
23	2,400,000	9d4+14	+9	9	8	6	6	6	6	5	4	3	3	2	5	6	5	8	4
24	2,550,000	9d4+15	+9	9	8	7	7	6	6	5	5	4	3	2	5	5	5	7	4
25	2,700,000	9d4+16	+10	10	8	7	7	6	6	5	5	4	4	3	4	5	4	7	3
26	2,850,000	9d4+17	+10	10	8	7	7	7	6	6	5	5	4	3	4	4	4	6	3
27	3,000,000	9d4+18	+11	10	8	7	7	7	6	6	5	5	5	4	4	4	4	6	3
28	3,150,000	9d4+19	+11	10	8	8	8	7	6	6	6	6	5	4	4	4	4	5	3
29	3,300,000	9d4+20	+11	11	8	8	8	7	7	7	6	6	5	5	3	3	3	5	2
30	3,450,000	9d4+21	+12	11	9	8	8	8	7	7	7	6	6	5	3	3	3	4	2
31	3,600,000	9d4+22	+12	11	9	8	8	8	7	7	7	7	6	6	3	3	3	4	2
32	3,750,000	9d4+23	+13	11	9	9	8	8	8	8	7	7	7	6	3	3	3	3	2
33	3,900,000	9d4+24	+13	12	9	9	9	9	8	8	8	7	7	7	2	2	2	3	2
34	4,050,000	9d4+25	+13	12	9	9	9	9	9	8	8	8	8	7	2	2	2	2	2
35	4,200,000	9d4+26	+14	12	9	9	9	9	9	9	9	8	8	8	2	2	2	2	2
36	4,350,000	9d4+27	+15	12	10	9	9	9	9	9	9	9	9	9	2	2	2	2	2

Magic-users gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Magic-users start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Magic-users gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Spells: Magic-users can cast magic-user spells. See *Chapter 7: Spells* for detailed descriptions of these spells.

Providing a magic-user has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on *table 4-7*.

A 1st level magic-user starts with only two spells in their spell book, and must acquire more during their adventures. Magic-users may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a *Read Magic* spell.

Each prepared spell can be cast once during the day, and if a magic-user wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level. Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A magic-user chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning magic-user starts with a spell book given to them by their master, and this spell book will contain the spell *Read Magic* and one other 1st level spell of the player's choice. This spell book is a gift from the character's master and does not need to be paid for.

See *Chapter 7: Spells* for more information on spells and spell casting.

Saving Throws: Magic-users make saving throws using the target difficulties listed on *table 4-7*.

Mystic

Class Description: Mystics are human characters who have undergone intense physical and mental training in order to unlock their inner potential via martial arts and meditation.

Mystics are trained in isolated monasteries where they live an ascetic life in seclusion from the distractions of the civilised world. While many are content to live their lives in these monasteries, some venture out into the world once their training is complete—whether from a desire to do good deeds or from a desire to use their talents for personal gain.

The special mystic training allows the character to exceed normal human limits. Their incredible speed and agility provides them with unsurpassed ability in unarmed combat.

However, mystics that wander away from their monastery must still obey the code of behaviour instilled into them during their training if they are to keep their minds strong enough to use their abilities. This code consists of:

- *Never tell an untruth.* Dissembling and lies of omission are acceptable, but not knowingly false statements.
- *Own only what you can carry.* A wandering mystic must be able to travel freely without concern for goods and homes left behind, and is therefore forbidden by their code from owning any possessions they can not *personally* carry around with them. Not that this is *not* a vow of poverty. A mystic is allowed by their code to be wealthy, as long as their riches are portable.
- *Trust your abilities.* A mystic who doubts their own abilities lacks the confidence to use them properly, therefore the code does not allow mystics to augment the defensive capabilities of their discipline (i.e. their enhanced armour class) with magic or mundane means.

Within an adventuring party, mystics can prove to be able warriors, though not quite as able as fighters; and back this talent up with useful scouting skills.

Equipment Restrictions: Mystics may not wear any armour or use any shield. Additionally, because of their adherence to a strict code of self-reliance, they are not allowed to use other armour class boosting items such as rings of protection. They may use any weapon, but rarely do since they are often better using their discipline to attack.

Mystic Abilities (See Table 4-8)

Hit Points: Mystics gain 1d6 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, mystics gain 2 hit points per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A mystic's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A mystic starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Mystics gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Mystics start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Mystics gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Armour Class: Although mystics cannot wear armour or use defensive items, their armour class increases as they go up levels and improve their martial arts. The armour class of a mystic of a particular level is listed on *table 4-8*.

Movement Rate: Mystics increase their movement rate as they increase in level. The movement of a mystic of a particular level (in feet per round) is listed on *table 4-8*.

Table 4-8: Mystic abilities by level

											Thief Abilities					Saving Throws					
Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Armour Class	Movement Rate	Strike to Kill Attacks	Strike to Kill Damage	Unarmed Attack As	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide In Shadows	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell	Special Abilities
1	0	1d6	+1	4	2	9	40’	1	1d4	-	10	10	87	20	10	12	13	14	15	16	
2	2,000	2d6	+1	4	2	8	45’	1	1d4+1	S	15	15	88	25	15	12	13	14	15	16	Alertness
3	4,000	3d6	+1	4	3	7	45’	1	1d6	S	20	20	89	30	20	11	12	13	14	15	
4	8,000	4d6	+2	4	3	6	50’	1	1d6+1	S	25	25	90	35	24	11	12	13	14	15	Self Healing
5	16,000	5d6	+2	5	3	5	55’	2	1d8	+1	30	30	91	40	28	10	11	12	13	14	
6	32,000	6d6	+3	5	4	4	55’	2	1d8+1	+1	35	34	92	44	32	9	10	11	12	13	Speak With Animals
7	64,000	7d6	+3	5	4	3	60’	2	1d10	+1	40	38	93	48	35	9	10	11	12	13	
8	120,000	8d6	+4	5	4	2	65’	2	1d12	+2	45	42	94	52	38	8	9	10	11	12	Spell Res. / Breath
9	240,000	9d6	+4	6	5	1	65’	3	2d8	+2	50	46	95	55	41	7	8	9	10	11	Smash / Parry
10	360,000	9d6+2	+5	6	5	0	70’	3	2d10	+2	54	50	96	58	44	7	8	9	10	11	Speak With Anyone
11	480,000	9d6+4	+5	6	6	-1	75’	3	2d12	+3	58	54	97	61	47	6	7	8	9	10	
12	600,000	9d6+6	+6	6	6	-2	80’	3	3d8+1	+3	62	58	98	64	50	6	7	8	9	10	Mind Blank
13	720,000	9d6+8	+6	7	6	-3	85’	4	4d6+2	+3	66	61	99	66	53	6	6	7	8	9	
14	840,000	9d6+10	+7	7	6	-4	90’	4	5d6	+4	70	64	100	68	56	6	6	7	8	9	Fade
15	960,000	9d6+12	+7	7	7	-5	95’	4	4d8	+4	73	67	101	70	58	6	6	7	8	9	
16	1,080,000	9d6+14	+8	7	7	-6	100’	4	3d12	+5	76	70	102	72	60	5	6	6	7	8	Dim Mak
17	1,200,000	9d6+16	+8	8	7	-6	100’	4	3d12	+5	80	73	103	74	62	5	6	6	7	8	
18	1,320,000	9d6+18	+9	8	7	-6	105’	4	3d12	+5	83	76	104	76	64	5	6	6	7	8	
19	1,440,000	9d6+20	+9	8	7	-6	105’	4	3d12	+5	86	79	105	78	66	5	5	6	6	7	
20	1,560,000	9d6+22	+10	8	7	-6	105’	4	3d12	+5	89	82	106	80	68	5	5	6	6	7	
21	1,680,000	9d6+24	+10	9	7	-6	105’	4	3d12	+5	92	85	107	82	70	5	5	6	6	7	
22	1,800,000	9d6+26	+11	9	7	-6	105’	4	3d12	+5	94	88	108	84	72	4	5	5	5	6	
23	1,920,000	9d6+28	+11	9	8	-6	105’	4	3d12	+5	96	91	109	86	74	4	5	5	5	6	
24	2,040,000	9d6+30	+12	9	8	-6	105’	4	3d12	+5	98	94	110	88	76	4	5	5	5	6	
25	2,160,000	9d6+32	+12	10	8	-6	105’	4	3d12	+5	99	97	111	89	78	4	4	5	4	5	
26	2,280,000	9d6+34	+13	10	8	-6	105’	4	3d12	+5	100	100	112	90	80	4	4	5	4	5	
27	2,400,000	9d6+36	+13	10	8	-6	105’	4	3d12	+5	101	103	113	91	82	4	4	5	4	5	
28	2,520,000	9d6+40	+14	10	8	-6	105’	4	3d12	+5	102	106	114	92	84	3	4	4	3	4	
29	2,640,000	9d6+42	+14	11	8	-6	105’	4	3d12	+5	103	109	115	93	86	3	4	4	3	4	
30	2,760,000	9d6+44	+15	11	9	-6	105’	4	3d12	+5	104	112	116	94	88	3	4	4	3	4	
31	2,880,000	9d6+46	+15	11	9	-6	105’	4	3d12	+5	105	115	117	95	90	3	3	3	2	3	
32	3,000,000	9d6+48	+16	11	9	-6	105’	4	3d12	+5	106	118	118	96	92	3	3	3	2	3	
33	3,120,000	9d6+50	+16	12	9	-6	105’	4	3d12	+5	107	121	118	97	94	3	3	3	2	3	
34	3,240,000	9d6+52	+17	12	9	-6	105’	4	3d12	+5	108	124	119	98	96	2	2	2	2	2	
35	3,360,000	9d6+54	+17	12	9	-6	105’	4	3d12	+5	109	127	119	99	98	2	2	2	2	2	
36	3,480,000	9d6+56	+18	12	10	-6	105’	4	3d12	+5	110	130	120	100	100	2	2	2	2	2	

Strike to Kill Attacks: When a mystic reaches 5th level, they can make two attacks per round while they are unarmed and attacking using their martial arts to kill their opponents.

They do not get the extra attack when using weapons or when using the *unarmed strikes* proficiency to stun foes (see *Chapter 6: Weapon Feats* for more details about the *unarmed strikes* proficiency). At 9th level this increases to three attacks per round, and at 13th level it increases again to 4 attacks per round.

Strike to Kill Damage: When attacking while unarmed, a mystic can choose to do strike to kill when using the *unarmed strikes* proficiency instead of striking to stun (see *Chapter 6: Weapon Feats* for further details). If they do so, they do more damage (and strength bonuses apply as normal), but lose the chance to stun or knock out their opponent.

This damage starts at 1d4 at 1st level, and increases with level until it reaches a maximum of 3d12 damage at 16th level. The damage done by a mystic of a particular level is listed on *table 4-8*.

Unarmed Attack As: Because of the semi-magical nature of a mystic's martial arts, their unarmed attacks (whether striking to stun or to kill) count as if they are magical for the purposes of determining whether they can affect creatures who may be immune to non-magical weapons.

At 2nd level a mystic's unarmed attacks can hit creatures only hurt by silver weapons, and at 5th level they can start to hit creatures only hit by magic weapons. The effective bonus of the mystic's attacks continues to increase as listed in *table 4-8*.

It is important to note that this bonus is *only* used to determine whether or not a mystic is capable of hurting an opponent. The mystic does *not* actually get this bonus on their to hit or damage rolls.

Find Traps: A mystic's trained senses are able to detect the presence of traps on objects or in areas. *Table 4-8* lists the percentage chance of finding each trap in an area. The mystic does not automatically get to roll for this ability. Their player must state that the character is searching the area.

The Game Master should roll the dice and inform the mystic's player whether any traps were found. If no traps are found the mystic will not know whether it is because there were no traps or whether they simply failed to notice them. In some cases a particularly well hidden (or badly hidden) trap may cause there to be a modifier to the mystic's roll.

Remove Traps: If a mystic is aware of the existence of a trap, they may try to disarm it to prevent it from being triggered. The percentage chance of this ability working successfully is listed on *table 4-8*.

Should this ability fail, the trap will be activated. In some cases a particularly complex (or simple) trap may cause there to be a modifier to the mystic's roll.

A mystic may try multiple times to remove the same trap, although since the trap is activated each time the mystic tries, doing so can be a dangerous activity.

Climb Walls: Mystics are able to climb walls and other sheer surfaces. The percentage chance of success is listed in *table 4-8*. The mystic's player must roll for each 100' or part of 100' climbed, with a failure indicating that the mystic has fallen half way through the climb. See *Chapter 9: Dungeon Delving* for details about falling.

In some cases a slippery or smooth surface (or a particularly rough one) may cause there to be a modifier to the mystic's roll.

Move Silently: Mystics are able to move without being heard. The percentage chance of success is listed in *table 4-8*. The mystic's player must roll for each round of movement, with a failure indicating that the mystic has made a sound that others might hear.

The Game Master should roll the dice when the mystic is sneaking, so that the mystic's player does not know whether or not their character has been heard.

Hide In Shadows: A mystic is able to hide effectively providing there is cover or shadows to hide in. The percentage chance of success is listed in *table 4-8*.

The Game Master should roll the dice when the mystic is hiding, so that the mystic's player does not know whether or not their character has been spotted.

The Game Master must roll for the initial hiding, and then for each round of movement, with a failure indicating that the mystic has temporarily become visible. If someone is watching the mystic before they start to hide, they will still be able to see the mystic regardless of the success or otherwise of this skill.

Saving Throws: Mystics make saving throws using the target difficulties listed on *table 4-8*.

Alertness: When a fight suddenly breaks out, or when two groups come face to face abruptly, a 2nd level or higher mystic is only surprised if their player rolls a 1 on a d6, rather than the normal 1-2 on a d6. See *Chapter 10: Combat* for more details on surprise.

Self Healing: Starting at 4th level, once per day, a mystic can spend a round concentrating and heal themselves 1 hit point per level that they have.

Speak With Animals: A 6th level or higher mystic is able to understand the speech of any animal, and is able to make any animal understand their speech. This is a mental ability, not a physical one. If conversing with a dog, the mystic does not actually growl and bark but talks normally—reaching into the dog's mind to make it understand.

This ability does not bestow any extra intelligence to the animal. Neither does it force the animal to obey or even co-operate with the mystic.

Spell Resistance: At 8th level and higher, a mystic only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the mystic only takes a quarter of normal damage if they save successfully.

Breath Evasion: At 8th level and higher, a mystic only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the mystic only takes a quarter of normal damage if they save successfully.

Smash: At 9th level, a mystic gains the ability to make smash attacks in melee. At the beginning of the round, the mystic's player declares that their character is making a smash attack.

The mystic automatically loses initiative, and takes a –5 penalty to their attack roll for the attack. However, if the attack hits then the mystic gets to add their strength *score* to the damage done by the attack *as well as* their strength bonus. See *Chapter 10: Combat* for details of smash attacks. A mystic can use their smash attack either with a weapon or with a single unarmed attack.

Parry: At 9th level, a mystic can choose to use the parry action. The mystic's player declares that their character is parrying at the beginning of the round before initiative is rolled. The mystic makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a –4 penalty.

Speak With Anyone: At 10th level, a mystic's *Speak with Animals* ability is no longer limited to animals and can now be used to speak with any creature that has a natural language.

Mind Blank: Starting at 12th level, mystics are immune to *Charm*, *Quest* and *Geas* spells, *Hold* and *Slow* spells, and *ESP*.

Fade: At 14th level and higher, a mystic can make themselves fade from view once per day. This is a mental effect rather than a physical invisibility effect, so spells and abilities that can detect the presence of invisible creatures do not detect the mystic. The fade lasts for up to one round per level of the mystic, and stops instantly if the mystic does something to attract attention to themselves such as attacking or speaking.

Dim Mak: At 16th level and higher, a mystic is able to touch an opponent with the dreaded Dim Mak ability once per day.

The Dim Mak touch can have one of the following effects on the target, who gets no saving throw against the affect but must have no more hit dice or levels than the mystic:

- *Charm Person* (as the spell of the same name, except lasting only 24 hours)
- *Cureall* (as the spell of the same name)
- Death
- *Quest* (as the spell of the same name except lasting only 24 hours)
- Paralysis (lasting 24 hours)

The Dim Mak ability can only be used once per day, and the desired effect must be announced before the attack is made. However, if the attack misses then the Dim Mak is not used up and can be attempted again against the same target or a different target.

Thief

Class Description: Thieves are human characters who specialise in subterfuge and trickery. They come from all social classes, from bored nobles seeking excitement to well trained and subtle assassins to self-taught former street urchins.

Although the class is called "thief", thief characters are not always dishonest and do not always steal. Many of them use their talents for good rather than for personal benefit, and work as scouts and adventurers. Even the most noble and honest adventuring parties often need to bypass traps and locks or to have someone who can scout ahead without being seen, and many so-called 'thieves' spend their adventuring careers in this type of activity and never steal a coin in their lives.

Adventuring parties find the talents of thieves extremely useful, although thieves do not make the greatest warriors so may need protecting in large fights.

Equipment Restrictions: Thieves may use any one-handed weapon, and may use leather armour. Since they must travel lightly in order to use their abilities they may not use two-handed weapons or shields. Thieves may use any missile weapon.

Thief Abilities (See Table 4-9)

Hit Points: Thieves gain 1d4 hit points per level of experience until 9th level. They add their Con bonus to each of these rolls. After 9th level, thieves gain 2 hit points per level and do not add additional Con bonuses (but do retain the bonuses to previous rolls).

Base Attack Bonus: A thief's attack bonus is based on their level. See *Chapter 10: Combat* for details of how this translates into to-hit numbers for different armour classes.

Skills: A thief starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Thieves gain more skill points as they rise in level. See *Chapter 5: Skills* for the list of available skills.

Weapon Feats: Thieves start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See *Chapter 6: Weapon Feats* for a description of how weapon feats work. Thieves gain more weapon feats as they rise in level, but these weapon feats can not be spent immediately upon gaining the level. See *Chapter 11: Gaining Experience* for further details.

Sneak Attack: If a thief is able to strike an opponent who is not aware of the thief's location, the thief can add +4 to their attack roll and if the attack hits it does twice the normal damage that the attack would normally do. Should a thief make two simultaneous attacks (because they are wielding two weapons) then both attacks get the +4 bonus and do double damage if they hit.

Simply being behind an enemy is not enough to get a sneak attack. The thief must actually be hidden, invisible, or otherwise concealed, and their location must not be known to their target.

The sneak attack may be made with a melee attack or with a missile, thrown or hurled weapon at short range.

Open Locks: If a thief is in possession of a set of lock picks, or tools that can make improvised lock picks, they can attempt to pick any lock with a percentage chance of success listed in *table 4-9*. Doing so will set off any trap that the lock is armed with unless the trap has been removed or otherwise disabled. In some cases a particularly complex (or simple) lock may cause there to be a modifier to the thief's roll.

A thief is only allowed one attempt to pick each lock they encounter. Should they fail then they will not be able to try to open that lock again until they have increased in level.

Find Traps: A thief's trained senses are able to detect the presence of traps on objects or in areas. *Table 4-9* lists the percentage chance of finding each trap in an area. The thief does not automatically get to roll for this ability. Their player must state that the character is searching the area. The Game Master should roll the dice and inform the thief's player whether any traps were found. If no traps are found the thief will not know whether it is because there were no traps or whether they simply failed to notice them. In some cases a particularly well hidden (or badly hidden) trap may cause there to be a modifier to the thief's roll.

Remove Traps: If a thief is aware of the existence of a trap, they may try to disarm it to prevent it from being triggered. The percentage chance of this ability working successfully is listed on *table 4-9*. Should this ability fail, the trap will be activated. In some cases a particularly complex (or simple) trap may cause there to be a modifier to the thief's roll.

A thief may try multiple times to remove the same trap, although since the trap is activated each time the thief tries, doing so can be a dangerous activity.

Climb Walls: Thieves are able to climb walls and other sheer surfaces. The percentage chance of success is listed in *table 4-9*. The thief's player must roll for each 100' or part of 100' climbed, with a failure indicating that the thief has fallen half way through the climb. See *Chapter 9: Dungeon Delving* for details about falling.

In some cases a slippery or smooth surface (or a particularly rough one) may cause there to be a modifier to the thief's roll.

Move Silently: Thieves are able to move without being heard. The percentage chance of success is listed in *table 4-9*. The thief's player must roll for each round of movement, with a failure indicating that the thief has made a sound that others might hear. The Game Master should roll the dice when the thief is sneaking, so that the thief's player does not know whether or not their character has been heard.

Hide In Shadows: A thief is able to hide effectively providing there is cover or shadows to hide in. The percentage chance of success is listed in *table 4-9*. The thief's player must roll for the initial hiding, and then for each round of movement, with a failure indicating that the thief has temporarily become visible.

Table 4-9: Thief abilities by level

						Thief Abilities										Saving Throws				
Level	Experience	Hit Dice	Base Attack Bonus	Skills	Weapon Feats	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide In Shadows	Pick Pockets	Hear Noise	Read Languages	Use Magic-User Scroll	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell
1	0	1d4	+1	4	2	15	10	10	87	20	10	20	30	-	-	13	14	13	16	15
2	1,200	2d4	+1	4	2	20	15	15	88	25	15	25	35	-	-	13	14	13	16	15
3	2,400	3d4	+1	4	3	25	20	20	89	30	20	30	40	-	-	13	14	13	16	15
4	4,800	4d4	+2	4	3	30	25	25	90	35	24	35	45	80	-	12	13	12	15	14
5	9,600	5d4	+2	5	3	35	30	30	91	40	28	40	50	80	-	12	13	12	15	14
6	20,000	6d4	+3	5	4	40	35	34	92	44	32	45	54	80	-	11	12	11	14	13
7	40,000	7d4	+3	5	4	45	40	38	93	48	35	50	58	80	-	11	12	11	14	13
8	80,000	8d4	+4	5	4	50	45	42	94	52	38	55	62	80	-	10	11	10	13	12
9	160,000	9d4	+4	6	5	54	50	46	95	55	41	60	66	80	-	10	11	10	13	12
10	280,000	9d4+2	+5	6	5	58	54	50	96	58	44	65	70	80	90	9	10	9	12	11
11	400,000	9d4+4	+5	6	6	62	58	54	97	61	47	70	74	80	90	9	10	9	12	11
12	520,000	9d4+6	+6	6	6	66	62	58	98	64	50	75	78	80	90	8	9	8	11	10
13	640,000	9d4+8	+6	7	6	69	66	61	99	66	53	80	81	80	90	8	9	8	11	10
14	760,000	9d4+10	+7	7	6	72	70	64	100	68	56	85	84	80	90	7	8	7	10	9
15	880,000	9d4+12	+7	7	7	75	73	67	101	70	58	90	87	80	90	7	8	7	10	9
16	1,000,000	9d4+14	+8	7	7	78	76	70	102	72	60	95	90	80	90	6	7	6	9	8
17	1,120,000	9d4+16	+8	8	7	81	80	73	103	74	62	100	92	80	90	6	7	6	9	8
18	1,240,000	9d4+18	+9	8	7	84	83	76	104	76	64	105	94	80	90	5	6	5	8	7
19	1,360,000	9d4+20	+9	8	7	86	86	79	105	78	66	110	96	80	90	5	6	5	8	7
20	1,480,000	9d4+22	+10	8	7	88	89	82	106	80	68	115	98	80	90	5	6	5	7	6
21	1,600,000	9d4+24	+10	9	7	90	92	85	107	82	70	120	100	80	90	4	5	4	7	6
22	1,720,000	9d4+26	+11	9	7	92	94	88	108	84	72	125	102	80	90	4	5	4	6	5
23	1,840,000	9d4+28	+11	9	8	94	96	91	109	86	74	130	104	80	90	4	5	4	6	5
24	1,960,000	9d4+30	+12	9	8	96	98	94	110	88	76	135	106	80	90	4	5	4	5	5
25	2,080,000	9d4+34	+12	10	8	98	99	97	111	89	78	140	108	80	90	3	4	3	5	4
26	2,200,000	9d4+36	+13	10	8	100	100	100	112	90	80	145	110	80	90	3	4	3	4	4
27	2,320,000	9d4+38	+13	10	8	102	101	103	113	91	82	150	112	80	90	3	4	3	4	4
28	2,440,000	9d4+40	+14	10	8	104	102	106	114	92	84	155	114	80	90	3	4	3	4	4
29	2,560,000	9d4+42	+14	11	8	106	103	109	115	93	86	160	116	80	90	2	3	2	3	3
30	2,680,000	9d4+44	+15	11	9	108	104	112	116	94	88	165	118	80	90	2	3	2	3	2
31	2,800,000	9d4+46	+15	11	9	110	105	115	117	95	90	170	120	80	90	2	3	2	3	2
32	2,920,000	9d4+48	+16	11	9	112	106	118	118	96	92	175	122	80	90	2	3	2	3	2
33	3,040,000	9d4+50	+16	12	9	114	107	121	118	97	94	180	124	80	90	2	2	2	2	2
34	3,160,000	9d4+52	+17	12	9	116	108	124	119	98	96	185	126	80	90	2	2	2	2	2
35	3,280,000	9d4+54	+17	12	9	118	109	127	119	99	98	190	128	80	90	2	2	2	2	2
36	3,400,000	9d4+56	+18	12	10	120	110	130	120	100	100	195	130	80	90	2	2	2	2	2

The Game Master should roll the dice when the thief is hiding, so that the thief's player does not know whether or not their character has been spotted. If someone is watching the thief before they start to hide, they will still be able to see the thief regardless of the success or otherwise of this skill.

Pick Pockets: A thief is able to pick the pockets of others in order to steal small items from them, with a base percentage chance of success listed in *table 4-9*. This ability can be used to steal purses or belt pouches, or even steal a weapon from its scabbard, but cannot be used to steal anything that is being held by the target or is strapped onto the target such as a backpack or armour.

The base chance of success is reduced by 5% for each hit dice of the target.

The thief's player must state the item that they wish to steal before rolling. If the thief rolls equal to or less than their modified chance of success then they successfully steal the item. If they roll more than their modified chance of success but less than or equal to twice that chance then they are unable to steal the item but their attempted theft goes unnoticed.

If they roll more than twice their modified chance of success, or roll a 00, then not only are they unable to steal the item but they are also noticed in the attempt by the target of the theft.

Hear Noise: If a thief listens quietly at a door, window, or thin wall then they have a percentage chance of hearing faint noises that other characters would miss as listed on *table 4-9*. The thief must be in quiet conditions to use this ability—noisy chatter of other characters or fighting swamps any noises that might be heard.

The Game Master should roll for the success of this ability so that if the result is negative the thief's player does not know whether this was because the roll failed or because there was nothing to hear.

Read Languages: At 4th level or higher, a thief has an 80% chance to be able to decipher any non-magical written language or code.

This only works on written text and cannot be used to understand spoken languages.

Use Magic-User Scroll: Beginning at 10th level, a thief has a 90% chance of being able to decipher and use any scroll containing a magic-user spell.

Should this roll fail, the spell will still be used up from the scroll but will misfire.

An offensive spell will go off centred on the thief rather than their intended target, and a non-offensive spell will simply fizzle with no effect.

Saving Throws: Thieves make saving throws using the target difficulties listed on table 4-9.

Chapter 5: Ability Checks & Skills

Characters of different classes have different unique abilities, for example magic-users can cast spells and thieves can pick pockets.

However, there are some things—such as trying to walk along a thin ledge or trying to remember which type of dragon breathes fire and which type breathes frost before venturing into a lair—that any character can attempt.

These situations are handled by ability checks and skills.

Ability Checks

In general, adventurers are assumed to be competent individuals who can do things like riding horses, starting camp fires, and swimming in calm water.

If you particularly want to play a character whose competency is deficient in some area, for example if you decide that you specifically want to play a character who can't swim, then you can do that. However, these rules assume that your character can do all these things in calm situations unless you decide otherwise.

However, sometimes there are situations where your character might fail. Perhaps they are trying to stay on a horse that is bolting in fright. Or perhaps they are trying to light a fire in torrential rain. Or perhaps they are trying to swim in turbulent water without getting washed downstream.

In these cases, the Game Master will call for an Ability Check in order for your character to succeed. To make an ability check, roll 1d20 and compare the score to the relevant ability score on your character sheet. If the roll is equal to or less than your character's ability score then your character has succeeded. If the roll is higher than your character's ability score then your character has failed.

The exact consequences of success and failure will depend on the exact situation your character faces, although it should be very rare (but not unheard of) for a failed ability check to result in death, unless the character is attempting something spectacularly risky.

Example: Black Leaf is faced with a problem. She has been granted an audience with Queen Eloise and wishes to use the opportunity to ask for some royal sponsorship to aid her expedition to find the fabled Eye of Harmaz. Unfortunately she is panicking because she cannot remember the proper etiquette and is afraid that she will cause offence.

Marcie, her player, asks the Game Master if she can make an ability check against Black Leaf's intelligence in order for Black Leaf to "remember" the correct etiquette.

The Game Master agrees and Marcie rolls 1d20, getting a 14. This is higher than Black Leaf's intelligence score of 8, so the roll fails and Black Leaf fails to remember the correct etiquette for addressing the queen.

Some time later, Black Leaf can be found getting drunk in an inn, her expedition without royal patronage due in part to the queen's offense at her frightful manners.

Modifiers to Ability Checks

In some circumstances the Game Master may decide that an ability check is particularly easy or hard. Maybe the ledge that the character is balancing on is slippery, or maybe the person that the character is trying to scrutinise in order to see if they are lying is wearing a mask, or maybe the piece of information they are trying to remember is reasonably common knowledge.

In these cases, the Game Master may assign a modifier to the character's effective ability score when rolling the check. Unless there are exceptional circumstances that would be unknown to the character, the Game Master should always tell the player what modifiers are going to apply before the player rolls.

Example: Elfstar has come across an underground temple where cultists are performing some kind of ritual in front of a statue of a man who she assumes to be an Immortal.

Table 5-1: Ability Checks By Ability

Ability	Situations where this ability might be checked	Skills useful in these situations
Strength	Where raw physical strength is required; such as lifting, pushing, or pulling.	Intimidation Jumping Swimming
Intelligence	Where calculation, memory or reasoning ability is required.	Arcane Lore Engineering Geography History Laws Magical Engineering Nature Lore Religious Lore
Wisdom	Where intuition or "common sense" are required. Also where acuity of the senses is required. **Note:** Wisdom checks should *not* be used to replace or duplicate the use of class abilities such as *Find Traps*.	Cooking First Aid Lip Reading Navigating Tracking Sense Motive
Dexterity	Where either agility or fine manipulative skills are required. **Note:** Dexterity checks should *not* be used to replace or duplicate the use of class abilities such as *Climb Walls* or *Move Silently*.	Balance Craft Escape Artist Performance Riding
Constitution	Where stamina or raw endurance is required.	-
Charisma	Where personality and smooth talking are required.	Bluff Diplomacy Disguise Etiquette Gambling Intimidation Performance

Elfstar's player, Debbie, wishes to roll an intelligence check in order to recognise the Immortal.

The Game Master knows that although this Immortal is not one who has regular dealings with Elfstar's home country (if he was, then the Game Master would simply tell Debbie who he is and not require a roll at all) he is commonly worshipped in the local area and so it is likely that Elfstar will have heard of him. He gives her a +4 bonus to her effective intelligence for the roll, modifying it from a 13 to a 17.

Debbie rolls a 17, which is equal to her effective intelligence for the roll—so the Game Master tells her that Elfstar recognises the Immortal and tells her who he is.

Using Skills

Every character starts with 4 skill points, plus an extra skill point per point of intelligence bonus. If a character has an intelligence *penalty*, then this does not reduce the number of skill points the character has.

Characters also gain extra skill points as they increase in level. See *Chapter 4: Creating a Character* for details of skill points per level.

These skill points are spent immediately on skills listed in this chapter.

In most cases, each point spent on a particular skill will give your character a +1 bonus to their effective ability score when rolling for ability checks that correspond to the skill.

So a character with a strength of 12 would normally need to roll a 12 to make an ability check to use his strength to swim upstream in a river but if the character's player has spent two points in the Swimming skill then that character's strength is effectively 14 when making the check and their player will only need to roll a 14 or less.

Such skill modifiers stack with modifiers applied by the Game Master due to circumstances.

Example: Black Leaf is hot on the trail of the Eye of Harmaz, and comes across a narrow rope bridge spanning a chasm. Unfortunately the guide rope for the rope bridge is missing, so Black Leaf will have to try to balance without its aid if she wishes to cross. The Game Master tells Marcie that she will need to make a Balance check (an ability check against dexterity, using the Balance skill) in order to cross the bridge—but that the strong winds blowing through the chasm will give her a –1 penalty to her effective dexterity.

Black Leaf has a dexterity of 16, and Marcie has spent two points on the Balance skill, so she can add these points to her effective dexterity for the roll.

The two skill points and the wind penalty stack, so overall Marcie is going to have to roll against an effective dexterity of (16+2-1=17). Marcie reckons that this is well worth trying, but tells the Game Master that Black Leaf is looping a rope around the bridge and around her waist so that if she falls off she won't plummet to her almost certain death at the bottom of the chasm. She also trails a rope behind her so that after she's crossed she and the other companions can tie it off so that the less dextrous party members will have a guide rope and not need to cross the bridge the hard way.

Social Skills

Special care needs to be used when using skills designed for social situations (*Bluff, Diplomacy, Intimidation* and *Sense Motive*).

Players and Game Masters should discuss the use of these skills before the game starts, since they have the potential to unbalance games.

Firstly, it is recommended that these skills are *not* used against players. If a player wishes to influence another player then this should be role played rather than rolled for using skills. Many players don't like the loss of "free will" and the loss of control that they feel when their character is forced into particular behaviour by dice rolls rather than because they wanted their character to behave in that way, *especially* if the forced behaviour is the result of another player's use of social skills against them. This can be very disruptive to your gaming group.

Secondly, the players and Game Master should agree what proportion of social interaction with NPCs should be governed by skill usage and what proportion should be governed by role play. Some people prefer more skill usage since it means that people can play silver-tongued characters even if they are not good talkers themselves. Others feel that simply rolling a Diplomacy Check in order to find out whether the character can talk the king into pardoning their wrongly-imprisoned associates is something of a dramatic let-down and prefer to role play the issue to its conclusion. There is no single "correct" way to play using these skills, only the way that your group enjoys.

Special Skills

While most skills simply add bonuses to ability checks, some—notably language skills—work in other ways.

If a skill works in an unusual way, this will be detailed in the skill's individual description.

Adding New Skills

The list of skills in this chapter is not meant to cover all possible situations. Game Masters may require (or players may ask for) ability checks for a variety of situations other than those given here. If a particular situation crops up repeatedly, a player may—with the Game Master's permission—spend a skill point in order to buy it as a named skill in order to get a bonus to their effective ability score in that situation.

However, Game Masters and players should be careful that this does not overlap with class abilities, particularly not those of the thief and mystic classes. For example, sneaking up on someone without being heard is a specific thief ability called *Move Silently*. While in some specific circumstances it may be acceptable for a non-thief player to make a dexterity check in order to have their character sneak up on someone, this should not become standard practice (and players certainly shouldn't start spending points on a "Stealth" skill to help with it) since that will overlap with—and undermine—the *Move Silently* ability.

Alphabetical Skill List

Arcane Lore

Each point spent on the Arcane Lore skill gives a +1 bonus to *Intelligence Checks* made to recognise spells, magical effects, and magical creatures.

An "average" spell or effect (at the Game Master's discretion) will give no bonus or penalty to the effective intelligence used for the roll, but a particularly common spell might give a bonus and a particularly rare spell might give a penalty. Relative obscurity is more important in this regard than level of power.

Note: Arcane Lore checks should *not* be used to allow the players to identify magic items without using the *Analyze* spell.

Balance

Each point spent on the Balance skill gives a +1 bonus to *Dexterity Checks* made to keep one's footing on a small (or moving) surface or to cross narrow ledges, beams or even tightropes.

Modifiers to the effective dexterity score used for the roll can come from a wide variety of factors. Examples include:

- ►Strong wind
- ►Slippery surfaces
- ►Heavily encumbered character
- ►Trying to move quicker (or slower) than a normal walk
- ►Particularly narrow (or wide) ledges
- ►Trying to balance while dodging attacks
- ►Using a pole for balance

Bluff

Each point spent on the Bluff skill gives a +1 bonus to *Charisma Checks* made to convince NPCs of things without evidence. While the skill is most often used to convince NPCs of untruths, it can also be used to make a convincing emotional argument in favour of something you know *is* true but cannot prove to be true.

Bluff checks should get modifiers for both the plausibility of what is being claimed and the potential consequences of the bluff to the target of the skill. A guard who may get executed if they let a potential assassin into the royal palace will be harder to bluff your way past than a merchant who may make a bit less profit if you manage to convince him that you should get a discount because you're a member of the city watch.

Note: See *Social Skills* for a warning about how some uses of this skill may disrupt the game.

Cooking

Each point spent on the Cooking skill gives a +1 bonus to *Wisdom Checks* made to cook.

Modifiers to the effective wisdom used for this roll are likely to be only rarely needed, except in the case of not having adequate equipment or when using ingredients that the character has never cooked before.

Table 5-2: Alphabetical Skill List

Skill	Ability Check
Arcane Lore	Int
Balance	Dex
Bluff	Cha
Cooking	Wis
Craft (Choose Medium)	Dex
Diplomacy	Cha
Disguise	Cha
Engineering	Int
Escape Artist	Dex
Etiquette (Choose Culture)	Cha
First Aid	Wis
Gambling	Cha
Geography	Int
History	Int
Intimidation	Str or Cha
Jumping	Str
Language (Choose)	-
Laws (Choose Culture)	Int
Lip Reading	Wis
Magical Engineering	Int
Nature Lore	Int
Navigating	Wis
Performance (Choose Medium)	Cha
Religious Lore	Int
Riding (Choose Animal)	Dex
Sense Motive	Wis
Swimming	Str
Tracking	Wis

In most cases, failing a cooking check won't result in inedible food; merely food that is not as nice as that produced by a successful cooking check.

Craft (Choose Medium)

The Craft skill is not a single skill. It is a group of related skills used when making things of different types. When spending a skill point on this skill, you must specify what sort of craft your character is skilled at.

An exhaustive list of possible craft skills is not possible, but examples include:

- ►Carpentry
- ►Smithing
- ►Fletching
- ►Skinning
- ►Leatherworking
- ►Rope Binding
- ►Tailoring
- ►Gem Cutting
- ►Forgery
- ►Masonry
- ►Thatching
- ►Drawing/Painting
- ►Sculpture

Each skill point spent on a specific craft skill gives a +1 bonus to *Dexterity Checks* used to make items with that craft.

Modifiers to the effective dexterity used in craft rolls can come from high or low quality materials and tools, as well as time constraints.

Depending on what is being made, success may be not be an all-or-nothing affair—a failed craft check is likely to still result in a finished item. However, the quality of the finished product should be subjectively determined by the amount that the craft check succeeded by or failed by.

Craft skills can also be used to assess the workmanship of items made using that skill. For example skill at carpentry can be used to help find the weak spot in a door, or skill at smithing can help judge how good a sword is. The exact details of this are left to the Game Master's discretion. However, in no case should a craft skill be able to be used to determine magical properties of an item.

Diplomacy

Each point spent on the Diplomacy skill gives a +1 bonus to *Charisma Checks* made to work out compromises and calm tensions.

Diplomacy checks should get modifiers for both the amount of hostility between the parties and the amount that either side has to lose if the diplomacy fails. For example, trying to persuade the leader of a marauding band of orcs not to attack a small and lightly armed party is going to be much more difficult than trying to persuade an offended landlady that you shouldn't be thrown out of her inn and you should be allowed to spend your spare cash there instead.

Note: See *Social Skills* for a warning about how some uses of this skill may disrupt the game.

Disguise

Each point spent on the Disguise skill gives a +1 bonus to *Charisma Checks* made to disguise a character as someone else.

These checks should be made when the disguise is first worn; with modifiers based on the answers to the following:

- ►Is the disguise meant to look like a specific person, or merely not look like the wearer?
- ►Is the disguise intended to make the character look like a different gender and/or race?
- ►Is the disguise meant to only be seen in from a distance or is it intended for close scrutiny?
- ►Is the disguise intended to fool close acquaintances of subject (or wearer) of the disguise?
- ►Does the person applying the disguise have access to make up and prosthetics?

The exact value of these modifiers should be determined by the Game Master on a case by case basis, and the Game Master should roll the dice for the check so that the player doesn't know whether their character's disguise will successfully fool people.

A disguise that fails to achieve its target intentions may still work to a lesser extent.

Example: Black Leaf wishes to gain access to the back room of the cartographer's guild in order to steal a map that she thinks may be there despite the guild members' denials. While her allies "accidentally" encounter one of the guild members in an inn and get him drunk, Black Leaf disguises herself as the guild member.

The Game Master decides that because Black Leaf is trying to impersonate a specific person of the opposite gender, she should get a –4 penalty to her effective charisma when making the disguise check. However, since she has deliberately chosen to impersonate the guild member who most closely resembles her in terms of build and facial features (gender notwithstanding) the Game Master reduces the penalty to a –3.

Unfortunately Black Leaf's charisma is only a rather average 11, and the penalty means it is effectively only an 8 for this roll. The Game Master rolls a 10.

Since she only failed by a small amount—and would have succeeded if not for the penalties—the Game Master decides that Black Leaf's disguise is not going to fool people into thinking she is the guild member unless seen only from a distance, but is enough that people seeing her will not recognise her real identity.

Engineering

Each point spent on the Engineering skill gives a +1 bonus to *Intelligence Checks* made to design machinery or identify the function of existing machinery such as siege weaponry or orreries.

Modifiers to these the effective intelligence used for checks to identify machinery should come from the complexity of the machinery being examined.

In terms of the design of machinery, the Game Master should also take into account the technological level of the campaign and should veto the "invention" of devices that rely on principles unknown in the game world. Similarly, the presence of magic in the game world may mean that the laws of nature work differently there than in the real world, so at the Game Master's discretion machinery relying on certain physical principles (e.g. combustion powered guns or engines) may not work at all.

Note: Although this skill can be used to identify how a large mechanical trap works, it should *not* be used as a replacement for either the *Find Traps* or *Remove Traps* abilities. At best, knowing how the trap functions may give insight into how the trap may be bypassed by mundane means.

Escape Artist

Each point spent on the Escape Artist skill gives a +1 bonus to *Dexterity Checks* made to escape from bonds or ties.

The effective dexterity used for this check should be modified by the extent to which the character is tied. Escaping from simply having ones hands tied with a scarf should be much easier than escaping from iron manacles.

Note: Although this skill allows the character to wriggle free from locked manacles or padlocked chains, it does not allow the actual picking of those locks.

Etiquette (Choose Culture)

The Etiquette skill is not a single skill. It is a group of related skills used in social situations in a variety of cultures.

Each point spent in the etiquette skill for a particular culture gives a +1 bonus to *Charisma Rolls* used to behave properly in formal social situations in that culture.

Modifiers to the effective charisma used for these checks should come from particularly common or particularly obscure social situations within that culture.

First Aid

Each point spent in the First Aid skill gives a +1 bonus on *Wisdom Rolls* used to treat injuries.

The most common use of this skill is to prevent people from dying once they have reached 0 hit points. See *Chapter 10: Combat* for detailed rules on death and dying. This use of the skill can be performed during combat, and can be used multiple times until it succeeds.

The other use of the skill is to patch people up after they have taken damage. After each time a character has been injured (a whole combat only counts as a single injury for this purpose) they can be healed 1d3 of the hit points *lost in this particular injury* by someone making a successful first aid check. Each character using the skill is only able to make one attempt per injury, and if this first attempt fails then further attempts will not succeed.

If someone succeeds with a first aid check against a particular injury then further first aid checks will be of no benefit.

There are normally no modifiers to the effective wisdom used in First Aid checks.

Example: Black Leaf is unlucky enough to fall down a pit, and is injured, taking 5 points of damage out of her 9 hit points, leaving her on 4 hit points.

She uses the first aid skill to treat this injury, and succeeds in her roll. Her player rolls 1d3 to see how many hit points are recovered and unfortunately only gets a 1. Black Leaf now recovers one of the hit points lost in the injury, taking her from 4 hit points to 5 hit points.

Since she has now had this injury treated, further first aid rolls won't be able to recover any more of the lost hit points.

Shortly afterwards, the party encounters some goblins spoiling for a fight. After a brief combat with the goblins, Black Leaf has lost another 2 hit points, leaving her with 3. While the party are resting, she tries to use the first aid skill on herself in order to recover some of these hit points. The skill check is not successful and Black Leaf is unable to heal this injury, and cannot try again.

Seeing that her friend is still injured, Elfstar tries to use the skill on her. Elfstar's player succeeds her skill check and rolls 1d3 to see how much is healed, getting a 3. Although Black Leaf has lost a total of 6 hit points, only 2 were lost in the injury being treated by the skill roll, so the first aid can only result in the recovery of these 2 hit points.

Gambling

Each point spent on the Gambling skill gives a +1 bonus to *Charisma Checks* made to determine who wins in games of skill and chance.

Modifiers to the effective charisma used for gambling checks should be rare, but may be used for games that the character is unfamiliar with.

The simple way to use this skill is to simulate a single game or round in a game, by each character making a gambling check, and the game or round is won by the character who succeeds their roll by the biggest margin (or fails by the least margin, if no character succeeds).

At the Game Master's discretion, individual gambling games can be devised for their game world, which may operate on a more complex basis.

Note: This skill is designed for games where psychology, bluffing, and second-guessing opponents are an essential part of the game play. The skill does not represent a supernatural "luck" type of ability and should not be used to determine the outcome of games of pure chance.

Geography

Each point spent on the Geography skill gives a +1 bonus to *Intelligence Checks* made to recollect information about countries and regions of the game world.

The use of this skill should be modified by the obscurity of the facts that the player wishes their character to recollect. Knowing the name of a country and the majority race that lives there should be easier than knowing the name of the palace in which the king of that country lives or knowing the major trade imports and exports of that country.

History

Each point spent on the History skill gives a +1 bonus to *Intelligence Checks* made to recollect information about the game world's past.

The use of this skill should be modified by the obscurity of the facts that the player wishes their character to recollect. Knowing the name of countries involved in a war a couple of generations ago should be easier than knowing the name of the vizier of an empire that hasn't existed for thousands of years.

Intimidation

Each point spent on the Intimidation skill gives a +1 bonus to both *Charisma Checks* and *Strength Checks* made to bully an NPC into co-operation through threats or shows of physical strength.

Intimidation checks should get modifiers for both the plausibility of the threats being made and the potential consequences to the target of the skill for co-operation.

Using a threat of immediate physical violence to get a bandit to flee is both a realistic threat and has only minor consequences to the bandit if they do flee; so it should be easier than using a threat of sending a dragon to kill the family of an ogre if they don't betray their tribe's location to you, which is both an unrealistic threat and has potentially fatal consequences to the ogre and their tribe.

Note: See *Social Skills* for a warning about how some uses of this skill may disrupt the game.

Jumping

Each point spent on the Jumping skill gives a +1 bonus to *Strength Checks* made to jump long distances.

Rather than giving modifiers to the effective strength based on the intended length or height of the jump, the nature of jumping means that a jump will always be successfully made but the distance of the jump will depend on the result of the check.

With a running start, a character can jump 10' horizontally or 4' vertically (remember that if the character is jumping up to reach something then the character's height should be added to the vertical distance jumped in order to determine how high they can reach).

The effects of the roll depend on whether the character is jumping for height or length.

For each point that the character succeeds the jump check by in the case of a long jump, they jump an extra foot horizontally; for each two points that the character fails the jump check by they jump a foot less horizontally.

In the case of a high jump, for each two points the character succeeds the jump roll by they jump a foot higher, and for each four points the character fails by they jump a foot less high.

In either case, jumping from a standing start means that only half of the total distance (after modification) can be jumped.

Example: Black Leaf has a strength of only 9, but has spent two skill points on the jump skill—so she has an effective strength of 11 when making jump checks.

After having fallen into a 10' deep pit, she needs to try to get out. Her player announces that she will try to jump up and grab the edge of the pit.

The pit is 10' deep, and Black Leaf is 5'5 tall; so in order to reach the edge of the pit she will have to jump just over four and a half feet.

Luckily for Black Leaf, the pit is 20' wide, so she has chance to get a run up at the jump. Marcie rolls a 6, which is five points better than the 11 that she needed to roll, so Black Leaf jumps two and a half feet more than the default 4', for a total of six and a half feet—more than enough to grab the edge of the pit and pull herself out.

Had Black Leaf not been able to take a run up, the total distance jumped would have been halved from six and a half feet down to just over three feet—not high enough to get out.

Language (Choose Language)

Each skill point spent on the Language skill means that the character knows another language to an acceptable level that they can converse. However, even though the character speaks the language, their speech will be accented and they will be clearly noticeable as a foreigner.

If a character spends a second skill point on the same language, their skill increases to the point where they speak it like a native and no longer have a noticeable foreign accent.

The Game Master will determine which languages exist in their game world.

Laws (Choose Culture)

The Law skill is not a single skill. It is a group of related skills used in legal situations in a variety of cultures.

Each point spent in the law skill for a particular culture gives a +1 bonus to *Intelligence Checks* used to recall/interpret the laws and customs of that country.

Modifiers to the effective charisma used for these checks should come from particularly common or particularly obscure customs within that culture. For example knowing that a country has the death penalty for banditry is much easier than knowing that the country requires anyone setting up a market stall to buy a trading license from the alderman of the town.

Lip Reading

Each point spent on the Lip Reading skill gives a +1 bonus to *Wisdom Checks* made to understand what someone is saying even when you can't hear them by watching the movement of their mouth.

Modifiers to the effective wisdom used for this skill should be used based on how clearly the person's mouth can be seen, whether they are deliberately enunciating clearly in order to make it easy for you to lip read, and whether you are a native speaker of the language they are speaking (i.e. it's a starting language or you spent two skill points on it) or whether you are merely fluent in it (i.e. you spent one skill point on it).

Magical Engineering

Each point spent on the Magical Engineering skill gives a +1 bonus to *Intelligence Checks* made to design large scale magical effects or identify the function of existing effects such as wormholes, gates, and some large scale magical traps.

Modifiers to these the effective intelligence used for checks to identify such magic should come from the obscurity of the effect being examined. Something that uses a standard spell effect should be easier than something that uses a unique effect.

When designing such effects, this skill is used for the design itself, but the building of large-scale magical constructions will involve spell casting and crafting skills.

Note: Although this skill can be used to identify how a large magical trap works, it should *not* be used as a replacement for either the *Find Traps* or *Remove Traps* abilities. At best, knowing how the trap functions may give insight into how the trap may be bypassed by mundane means.

Nature Lore

Each point spent on the Nature Lore skill gives a +1 bonus to *Intelligence Checks* made to recognise plants, natural terrain features, and natural creatures.

Most natural creatures or terrain features will give no bonus or penalty to the effective intelligence used for the roll, but a particularly common plant or animal might give a bonus and a particularly rare one might give a penalty.

Navigating

Each point spent in the Navigating skill gives a +1 bonus on *Wisdom Rolls* used to avoid getting lost by using landmarks and the position of the sun and stars.

The effective wisdom used for navigating checks may be modified by factors such as weather conditions, visibility, access (or lack of it) to equipment such as maps and/or sextants, and familiarity with the area being travelled.

Performance (Chose Medium)

The Performance skill is not a single skill. It is a group of related skills used when putting on different types of artistic performance. When spending a skill point on this skill, you must specify what sort of artistic performance your character is skilled at. An exhaustive list of possible artistic media is not possible, but examples include:

- Singing
- Playing a musical instrument
- Dancing
- Acting
- Juggling
- Jesting
- Storytelling
- Poetry

Each skill point spent on a specific craft skill gives a +1 bonus to both *Dexterity Checks* and *Charisma Checks* used to make these artistic performances.

Modifiers to the effective dexterity or charisma used in performance rolls can come from such things as particularly high or low quality costume and how much rehearsal time the performance has had.

Success in a performance may not be an all-or-nothing affair—a failed performance check is likely to still result in a performance of some kind. However, the quality of the finished work should be subjectively determined by the amount that the performance check succeeded by or failed by.

Religious Lore

Each point spent on the Religious Lore skill gives a +1 bonus to *Intelligence Checks* made to recall knowledge about religions, their targets of worship, and the creatures associated with them.

The effective intelligence score used for the religious lore check should be modified by the obscurity of the knowledge being sought.

Identifying a statue of a well known god should be much easier than identifying the purpose of a particular religious rite from a foreign religion.

Note: Characters should be assumed to know all about the rites and details their own religion without needing to make religious lore checks.

Riding (Choose Animal)

The Riding skill is not a single skill. It is a group of related skills used when making rolls to control or stay on various riding animals in unusual circumstances. When spending a skill point on this skill, you must specify what sort of animal your character is skilled at riding. An exhaustive list of animals is not possible, but examples include:

- Horse (includes mules and donkeys)
- Camel
- Elephant
- Dire Wolf
- Griffon
- Pegasus
- Hippogriff
- Giant Eagle

Each skill point spent on a specific riding skill gives a +1 bonus to *Dexterity Checks* used to ride that type of animal.

Generally, simply riding a calm animal as it walks shouldn't require a riding check. However, staying on an animal when it bolts or stumbles, or when it is damaged by an attack, should require a check—with the effective dexterity modified by the exact circumstances provoking the check.

Sense Motive

Each point spent on the Sense Motive skill gives a +1 bonus to *Wisdom Checks* made to read the expressions and body language of NPCs in order to tell if they have an ulterior motive for their speech or behaviour. The skill is most often used to detect when an NPC is lying, although it can also in other situations, for example to try to tell if an NPC who is ignoring a character who is hiding is deliberately ignoring that character while trying to keep an eye on them or whether they simply haven't seen them.

Note: See *Social Skills* for a warning about how some uses of this skill may disrupt the game.

Swimming

Each point spent on the Swimming skill gives a +1 bonus to *Strength Checks* made to swim while weighed down or in fast flowing or turbulent waters. Characters are assumed to be able to swim in calm water (providing they are not weighed down) without needing to make a swimming check, but heavily encumbered characters or characters trying to swim in difficult conditions will need to make such checks.

The effective strength used for swimming checks should be given modifiers based on the specific conditions that the character is trying to swim in, such as those listed above.

Tracking

Each point spent on the Tracking skill gives a +1 bonus to *Wisdom Checks* made to follow the tracks left by one of more creatures. Following (at a slow walk) a single human sized creature who walked through light woodland or farmland less than a day ago would require a roll with no modifiers.

The effective wisdom used for the tracking check should be modified by many factors such as:

- Number of creatures being tracked
- Size of creatures being tracked
- Method of locomotion of creatures being tracked
- Age of the tracks
- Terrain being tracked through
- Weather conditions
- Tracking faster than a slow walk

Chapter 6: Weapon Feats

A character's ability to use a particular type of weapon in combat is represented by *Weapon Feats*.

Starting Weapon Feats

At first level, characters start with either two or four weapon feats, which must be immediately spent on Basic weapon proficiency with two or four weapons useable by the character respectively.

A character may not spend more than one first level weapon feat on the same weapon.

Gaining Weapon Feats

As characters increase in level, they gain more weapon feats. See *Chapter 4: Creating a Character* for further details. These additional weapon feats cannot be spent immediately, but must be spent while weapon training. See *Chapter 11: Gaining Experience* for more information on weapon training. By training, the character can spend these additional weapon feats to either gain basic proficiency with new weapons or increase their proficiency level with existing weapons. Spending a single weapon feat will give the character a single increase in proficiency level with a weapon (to a maximum of Grandmaster Proficiency) regardless of how proficient the character currently is with that weapon or how many other weapons the character is proficient with.

There are 6 levels of proficiency with each weapon, listed below along with the abbreviations used for them in the tables in this chapter:

►Non-Proficient ('N')
►Basic Proficiency ('B')
►Skilled Proficiency ('S')
►Expert Proficiency ('E')
►Master Proficiency ('M')
►Grandmaster Proficiency ('G')

Characters start out non-proficient with all weapons other than those they spent their starting weapon feats to gain proficiency with.

Effects of Proficiency

As a character gains more proficiency levels with a weapon, they will usually do more damage with it. The damage done by a weapon is listed for each proficiency level in the detailed weapon descriptions in this chapter.

Increasing in proficiency level with a weapon will usually also result in an increased attack bonus with that weapon and an armour class bonus against one or more opponents when using that weapon.

Some types of weapon have special abilities such as the ability to deflect attacks or the ability to ensnare opponents, which can be used only by characters with a high enough level of proficiency.

Opponent Types

Although some weapons are equally effective against any opponent, weapons intended for warfare are often more effective against other opponents armed with melee weapons; whereas weapons intended for hunting are often more effective against unarmed opponents. In the weapon descriptions in this chapter, each weapon has its effectiveness indicated against each type of opponent separately.

Note that opponents wielding missile weapons use the same values as opponents who are completely unarmed or using natural attacks such as claws.

Ammunition & Loading

All missile weapons require ammunition, for example bows need arrows and guns need bullets. In addition, guns also require a charge of red powder to work.

Any character can load a weapon with ammunition, even those who are not proficient in its use. Loading a weapon does not take an action, and is assumed to be part of the normal *Attack* action (see *Chapter 10: Combat* for a full description of actions).

If a character gets multiple attacks for any reason, they can reload between each attack. For example, a 28th level fighter is able to make three attacks against opponents that they can hit on a 2+ (after modifiers). That fighter could make all three attacks with a bow, crossbow, sling or gun and reload between each attack all in a single *Attack* action.

The only exception to this rule is with pistols. Although pistols require only one hand to fire, they require two hands to reload. Therefore unless a character has a free hand, they can only fire a single shot from a pistol in one *Attack* action even if they would normally get more than one attack.

Similarly, if a character has no free hand, they cannot make a second attack with a pistol in subsequent rounds until such time as they have a free hand in order to reload.

A character equipped with multiple pistols but no free hand *can* take advantage of having multiple attacks if they are prepared to drop each empty pistol after firing it and draw a new loaded one.

Alphabetical Weapon List

The following pages list each weapon along with most of its abilities. Some weapon abilities which are either extremely common or are complex enough to need a longer description are not listed with specific weapons.

All weapon abilities are listed after the weapon descriptions.

Chapter 6: Weapon Feats

Table 6-1: Master Weapon Table

Weapon	Useable by									Damage (at basic proficiency)	Cost
	Cleric	Druid	Dwarf	Elf	Fighter	Halfling	Magic-User	Mystic	Thief		
One Handed Melee Weapons											
Axe, Hand	-	-	Y	Y	Y	Y	-	Y	Y	1d6	4gp
Blackjack	Y	Y	Y	Y	Y	Y	-	Y	Y	1d2	5gp
Club	Y	Y	Y	Y	Y	-	-	Y	Y	1d4	3gp
Cestus	-	-	Y	Y	Y	Y	-	Y	Y	1d3	5gp
Dagger	-	-	Y	Y	Y	Y	Y	Y	Y	1d4	3gp
Hammer, Throwing	Y	-	Y	Y	Y	-	-	Y	Y	1d4	4gp
Hammer, War	Y	-	Y	Y	Y	-	-	Y	Y	1d6	5gp
Javelin	-	-	Y	Y	Y	-	-	Y	Y	1d6	1gp
Lance	-	-	-	Y	Y	-	-	Y	Y	1d10	10gp
Mace	Y	-	Y	Y	Y	-	-	Y	Y	1d6	5gp
Net	-	-	Y	Y	Y	-	Y	Y	Y	-	4gp
Spear	-	-	-	Y	Y	-	-	Y	Y	1d6	3gp
Sword, Bastard	-	-	-	Y	Y	-	-	Y	Y	1d6+1	15gp
Sword, Normal	-	-	Y	Y	Y	-	-	Y	Y	1d8	10gp
Sword, Short	-	-	Y	Y	Y	Y	-	Y	Y	1d6	7gp
Trident	-	-	Y	Y	Y	-	-	Y	Y	1d6	5gp
Unarmed Strike	Y	Y	Y	Y	Y	Y	Y	Y	Y	1	-
Whip	-	-	Y	Y	Y	-	Y	Y	Y	1d2	10gp
Two Handed Melee Weapons											
Axe, Battle	-	-	Y	Y	Y	-	-	Y	-	1d8	7gp
Halberd	-	-	-	Y	Y	-	-	Y	-	1d10	7gp
Pike	-	-	-	Y	Y	-	-	Y	-	1d10	3gp
Poleaxe	-	-	-	Y	Y	-	-	Y	-	1d10	5gp
Staff	Y	Y	Y	Y	Y	-	Y	Y	-	1d6	5gp
Sword, Bastard	-	-	-	Y	Y	-	-	Y	-	1d8+1	15gp
Sword, Two-Handed	-	-	-	Y	Y	-	-	Y	-	1d10	15gp
Shield Weapons											
Shield, Horned	-	-	Y	Y	Y	Y	-	-	-	1d2	15gp
Shield, Knife	-	-	Y	Y	Y	Y	-	-	-	1d4+1	65gp
Shield, Sword	-	-	Y	Y	Y	-	-	-	-	1d4+2	200gp
Shield, Tusked	-	-	-	Y	Y	-	-	-	-	1d4+1	200gp
Missile Weapons											
Blowgun, Large	-	-	Y	Y	Y	-	Y	Y	Y	-	3gp
Blowgun, Small	-	-	Y	Y	Y	-	Y	Y	Y	-	6gp
Bolas	-	-	Y	Y	Y	-	-	Y	Y	1d2	5gp
Bow, Long	-	-	-	Y	Y	-	-	Y	Y	1d6	40gp
Bow, Short	-	-	Y	Y	Y	Y	-	Y	Y	1d6	25gp
Crossbow, Heavy	-	-	-	Y	Y	-	-	Y	Y	2d4	50gp
Crossbow, Light	-	-	Y	Y	Y	Y	-	Y	Y	1d6	30gp
Pistol	-	-	Y	Y	Y	Y	Y	Y	Y	1d6	250gp
Sling	Y	Y	Y	Y	Y	-	Y	Y	Y	1d4	2gp
Smoothbore	-	-	-	Y	Y	-	-	Y	-	2d4	150gp

Table 6-2: Axe, Battle vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Delay	Stun	Hurl Range
N	-	1d4	-	-	-
B	-	1d8	-	-	-
S	+1	1d8+2	Y	-	-
E	+2	1d8+4	Y	-	-/5/10
M	+4	1d8+6	Y	Y	-/5/10
G	+6	1d8+8	Y	Y	5/10/15

Table 6-3: Axe, Battle vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Delay	Stun	Hurl Range
N	-	1d4	-	-	-	-
B	-	1d8	-	-	-	-
S	+2	1d8+2	-2 vs 2	Y	-	-
E	+4	1d8+4	-3 vs 2	Y	-	-/5/10
M	+6	1d8+8	-3 vs 3	Y	Y	-/5/10
G	+8	1d10+10	-4 vs 4	Y	Y	5/10/15

Axe, Battle

A battle axe is a two handed axe 2'-4' in length, usually with a double blade or a spike on the reverse of the blade.

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs *Paralysis* or automatically lose initiative in the following round.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-4: Axe, Hand vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Throw Range
N	-	1d3	10/20/30
B	-	1d6	10/20/30
S	+1	1d6+2	15/25/35
E	+2	1d6+3	25/35/45
M	+4	1d6+4	30/40/50
G	+6	1d6+6	40/50/60

Table 6-5: Axe, Hand vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Throw Range
N	-	1d3	-	10/20/30
B	-	1d6	-	10/20/30
S	+2	1d6+2	-1 vs 1	15/25/35
E	+4	1d6+3	-2 vs 2	25/35/45
M	+6	2d4+4	-3 vs 3	30/40/50
G	+8	2d4+7	-3 vs 3	40/50/60

Axe, Hand

A hand axe is a one handed axe 1'-2' in length, usually with a single blade. A hand axe is often thrown while its owner rushes towards melee range.

Table 6-6: Blackjack vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Knockout
N	-	1	-
B	-	1d2	+0
S	+2	2d2	-1
E	+4	1d4+1	-2
M	+6	1d4+3	-3
G	+8	1d4+5	-4

Table 6-7: Blackjack vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Knockout
N	-	1	-
B	-	1d2	+0
S	+1	2d2	-1
E	+2	1d4+1	-2
M	+4	1d6+1	-3
G	+6	1d6+2	-4

Blackjack

A blackjack, also known as a cosh, is a small leather club usually filled with sand. Blackjacks are too soft to do significant damage, but are very useful for temporarily knocking people unconscious without doing permanent damage.

Knockout: Any target that the weapon hits may become delayed, stunned or knocked out depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *table 6-73* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the wielder when hit in order to avoid the effect. If this fails, the target is affected as normal by the delay, stun or knock out.

An enemy who is knocked out will be unconscious for 1d100 rounds before waking up.

Table 6-8: Blowgun, Small vs All Opponents

Proficiency	To-Hit Bonus	Damage	Poison Save	Missile Range
N	-1	-	+0	10/20/30
B	-	-	+0	10/20/30
S	+2	-	-1	15/20/30
E	+4	-	-2	15/25/35
M	+6	-	-3	20/25/35
G	+8	-	-4	25/30/40

Blowgun, Small

Small blowguns are tubes 1'-2' in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Small blowguns can be used in one hand.

Poison Save: If the weapon with this ability is poisoned, the target takes the listed penalty on their saving throws against the poison.

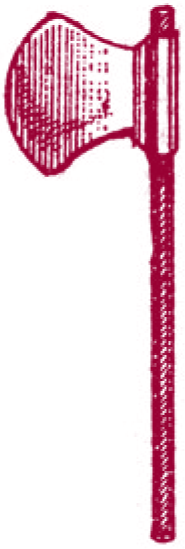


Table 6-9: Blowgun, Large vs All Opponents

Proficiency	To-Hit Bonus	Damage	Poison Save	Missile Range
N	-1	-	+0	20/25/30
B	-	-	+0	20/25/30
S	+2	-	-1	20/25/30
E	+4	-	-2	25/30/40
M	+6	-	-3	30/35/40
G	+8	-	-4	30/40/50

Blowgun, Large

Large blowguns are tubes 2'-4' in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Large blowguns require two hands to fire them.

Poison Save: If the weapon with this ability is poisoned, the target takes the listed penalty on their saving throws against the poison.

Table 6-10: Bolas vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Strangle	Strangle Save	Throw Range
N	-	1	-	-	-	20/40/60
B	-	1d2	-	20	-	20/40/60
S	+2	1d3	-1 vs 1	20	-1	25/40/60
E	+4	1d3+1	-2 vs 2	19	-2	30/50/70
M	+6	1d3+2	-3 vs 3	18	-3	35/50/70
G	+8	1d3+3	-4 vs 3	17	-4	40/60/80

Table 6-11: Bolas vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Strangle	Strangle Save	Throw Range
N	-	1	-	-	20/40/60
B	-	1d2	20	-	20/40/60
S	+1	1d3	20	-1	25/40/60
E	+2	1d3+1	19	-2	30/50/70
M	+4	1d3+2	18	-3	35/50/70
G	+6	1d3+3	17	-4	40/60/80

Bolas

A bolas is a set of weights (usually three) on the ends of connected ropes 3'-4' in length. The bolas is whirled around and then thrown at the opponent in order to entangle or even strangle them.

Strangle: If the wielder of the weapon rolls the number indicated or higher *on the dice, before modifiers*, and the attack hits the target *after modifiers*, then the target of the attack must make an immediate saving throw vs *Death Ray* with the listed penalty or be paralysed and die after 1d6+2 rounds of strangulation. Should the target be freed from strangulation, they will remain paralysed for 2d6 rounds.

If the wielder of the weapon does not roll the required numbers but still hits the target, the target is affected as though the weapon were an entangling weapon with the same saving throw penalty.

Table 6-12: Bow, Long vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Delay	Missile Range
N	-1	1d3	-	-	70/140/210
B	-	1d6	-	-	70/140/210
S	+1	1d8+1	-1 vs 1	s/m	90/150/220
E	+2	1d10+2	-2 vs 1	s/m	110/170/230
M	+4	1d10+4	-2 vs 2	s/m	130/180/240
G	+6	1d10+6	-2 vs 2	s/m	150/200/250

Table 6-13: Bow, Long vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Delay	Missile Range
N	-1	1d3	-	70/140/210
B	-	1d6	-	70/140/210
S	+2	1d8+1	s/m	90/150/220
E	+4	1d10+2	s/m	110/170/230
M	+6	3d6	s/m	130/180/240
G	+8	4d4+2	s/m	150/200/250

Bow, Long

A long bow is a 4'-6' bow, either made from a single piece of wood or a composite of different woods. A long bow requires both hands to fire.

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs *Paralysis* or automatically lose initiative in the following round.

Some ranged weapons can only delay opponents at listed ranges.

Table 6-14: Bow, Short vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Delay	Missile Range
N	-1	1d3	-	-	50/100/150
B	-	1d6	-	-	50/100/150
S	+1	1d6+2	-1 vs 1	s	60/110/160
E	+2	1d6+4	-1 vs 2	s	80/130/170
M	+4	1d4+6	-2 vs 2	s	90/130/180
G	+6	1d6+7	-2 vs 2	s	110/140/190

Table 6-15: Bow, Short vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Delay	Missile Range
N	-1	1d3	-	50/100/150
B	-	1d6	-	50/100/150
S	+2	1d6+2	s	60/110/160
E	+4	1d6+4	s	80/130/170
M	+6	1d8+6	s	90/130/180
G	+8	1d10+8	s	110/140/190

Bow, Short

A short bow is a 3'-4' bow, either made from a single piece of wood or a composite of different woods. A short bow requires both hands to fire.

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs *Paralysis* or automatically lose initiative in the following round.

Some ranged weapons can only delay opponents at listed ranges.

Table 6-16: Cestus vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Off-Hand
N	-	1	-
B	-	1d3	Y
S	+2	1d4+1	Y
E	+4	2d4	Y
M	+6	2d4	Y
G	+8	3d4	Y

Table 6-17: Cestus vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Off-Hand
N	-	1	-
B	-	1d3	Y
S	+1	1d4+1	Y
E	+2	2d4	Y
M	+4	1d4+3	Y
G	+6	2d4+3	Y

Cestus

A cestus is a spiked or bladed metal band that may either be worn around the hand or built into a gauntlet. Although only a small weapon, it can be used without incurring off-hand penalties.

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Table 6-18: Club vs Armed Opponents

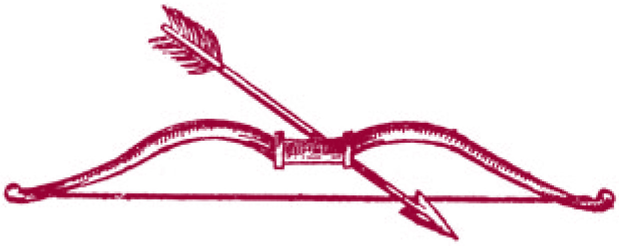
Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Hurl Range
N	-	1d2	-	-	-
B	-	1d4	-	-	-
S	+1	1d6+1	-1 vs 2	1	-
E	+2	1d6+3	-2 vs 2	1	-/15/25
M	+4	1d4+5	-3 vs 3	2	-/15/25
G	+6	1d4+6	-4 vs 4	2	10/25/40

Table 6-19: Club vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Hurl Range
N	-	1d2	-	-	-
B	-	1d4	-	-	-
S	+2	1d6+1	-1 vs 2	1	-
E	+4	1d6+3	-2 vs 2	1	-/15/25
M	+6	1d6+5	-3 vs 3	2	-/15/25
G	+8	1d6+6	-4 vs 4	2	10/25/40

Club

A club is a crude blunt weapon—little more than a roughly shaped piece of wood—that can be used in one hand.



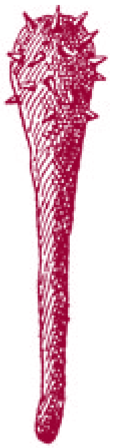


Table 6-20: Crossbow, Heavy vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Missile Range
N	-1	1d4	-	80/160/240
B	-	2d4	-	80/160/240
S	+2	2d6	s/m	90/160/240
E	+4	2d6+2	s/m	100/170/240
M	+6	3d6+2	s/m	110/170/240
G	+8	4d4+4	s/m	120/180/240

Table 6-21: Crossbow, Heavy vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Stun	Missile Range
N	-1	1d4	-	-	80/160/240
B	-	2d4	-	-	80/160/240
S	+1	2d6	-1 vs 1	s/m	90/160/240
E	+2	2d6+2	-2 vs 2	s/m	100/170/240
M	+4	1d12+4	-3 vs 2	s/m	110/170/240
G	+6	1d10+6	-3 vs 3	s/m	120/180/240

Crossbow, Heavy

A heavy crossbow is a large two-handed missile weapon. It has powerful metal arms and a string that is pulled back using a crank.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-22: Crossbow, Light vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Missile Range
N	-1	1d3	-	60/120/180
B	-	1d6	-	60/120/180
S	+2	1d6+2	s	60/120/180
E	+4	1d6+4	s	75/130/180
M	+6	1d8+6	s	75/130/180
G	+8	1d6+7	s	90/140/180

Table 6-23: Crossbow, Light vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Stun	Missile Range
N	-1	1d3	-	-	60/120/180
B	-	1d6	-	-	60/120/180
S	+1	1d6+2	-1 vs 1	s	60/120/180
E	+2	1d6+4	-2 vs 2	s	75/130/180
M	+4	1d4+6	-3 vs 2	s	75/130/180
G	+6	2d4+5	-3 vs 3	s	90/140/180

Crossbow, Light

A light crossbow is a medium sized missile weapon, although it still needs two hands to wield. It has powerful metal arms and a string that is pulled back using a lever.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-24: Dagger vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Double Damage	Throw Range
N	-	1d2	-	-	10/20/30
B	-	1d4	-	-	10/20/30
S	+2	1d6	-1 vs 1	20	15/25/35
E	+4	2d4	-2 vs 2	19	20/30/45
M	+6	3d4	-2 vs 2	18	25/35/50
G	+8	4d4	-3 vs 3	17	30/50/60

Table 6-25: Dagger vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Double Damage	Throw Range
N	-	1d2	-	10/20/30
B	-	1d4	-	10/20/30
S	+1	1d6	20	15/25/35
E	+2	2d4	19	20/30/45
M	+4	2d4+2	18	25/35/50
G	+6	3d4+1	17	30/50/60

Dagger

A dagger is a short light blade which is 18” long or less. Daggers are popular weapons because their small size makes them easy to conceal and they can be either thrown or used in melee.

Double Damage: If the wielder of the weapon rolls the number indicated or higher *on the dice, before modifiers*, and the attack hits the target *after modifiers*, then the attack does double the normal amount of damage.

Table 6-26: Halberd vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Hook	Deflect	Disarm
N	-	1d5	-	-	-	-
B	-	1d10	-	+0	-	+0
S	+2	1d10+3	-1 vs 1	-1	-	+0
E	+4	1d10+5	-2 vs 1	-2	1	+0
M	+6	1d8+10	-2 vs 2	-3	1	+0
G	+8	1d6+15	-3 vs 2	-4	2	+0

Table 6-27: Halberd vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Hook	Deflect	Disarm
N	-	1d5	-	-	-
B	-	1d10	+0	-	+0
S	+1	1d10+3	-1	-	+0
E	+2	1d10+5	-2	1	+0
M	+4	1d8+8	-3	1	+0
G	+6	1d6+12	-4	2	+0

Halberd

A halberd is a large pole-arm 6’ to 8’ in length, the head of which has a long spike with an axe blade on one side and a hook on the reverse side.

Disarm: The wielder of a weapon with the disarm ability can choose to try to disarm their opponent instead of doing damage. The character’s player must announce that a disarm attempt is being made before rolling any dice for the attack. If the attack hits then the target must make a *Dexterity Check* (see *Chapter 5: Ability Checks & Skills*) with the listed penalty to their effective dexterity or drop their weapon.

Hook: The wielder of a weapon with the hook ability can choose to try to hook their opponent and trip them instead of attacking for damage. The character’s player must announce that a hook attempt is being made before rolling any dice for the attack. If the attack hits, the weapon causes only minimum damage and the target must make a saving throw vs *Paralysis* or fall prone.

Table 6-28: Hammer, Throwing vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Throw Range
N	-	1d2	-	10/20/30
B	-	1d4	-	10/20/30
S	+1	1d4+2	s/m	10/20/30
E	+2	1d6+2	s/m	20/30/45
M	+4	1d4+4	s/m	20/40/45
G	+6	1d4+6	s/m	30/50/60

Table 6-29: Hammer, Throwing vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Stun	Throw Range
N	-	1d2	-	-	10/20/30
B	-	1d4	-	-	10/20/30
S	+2	1d4+2	-1 vs 2	s/m	10/20/30
E	+4	1d6+2	-2 vs 3	s/m	20/30/45
M	+6	1d6+4	-3 vs 4	s/m	20/40/45
G	+8	1d6+6	-4 vs 5	s/m	30/50/60

Hammer, Throwing

A throwing hammer is a one handed hammer from 18” to 2’ in length that is weighted for throwing. Despite the name, it can also be used in melee.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-30: Hammer, War vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Hurl Range
N	-	1d3	-
B	-	1d6	-
S	+2	1d6+2	-
E	+4	1d8+2	-/10/20
M	+6	1d8+5	-/10/20
G	+8	1d8+7	10/20/30

Table 6-31: Hammer, War vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Hurl Range
N	-	1d3	-	-
B	-	1d6	-	-
S	+1	1d6+2	-2 vs 2	-
E	+2	1d8+2	-3 vs 3	-/10/20
M	+4	1d6+4	-4 vs 3	-/10/20
G	+6	1d6+7	-5 vs 4	10/20/30

Hammer, War

A war hammer is a large one handed hammer, usually 2’ to 3’ in length. The head of a war hammer is often symmetrical to aid in balance.

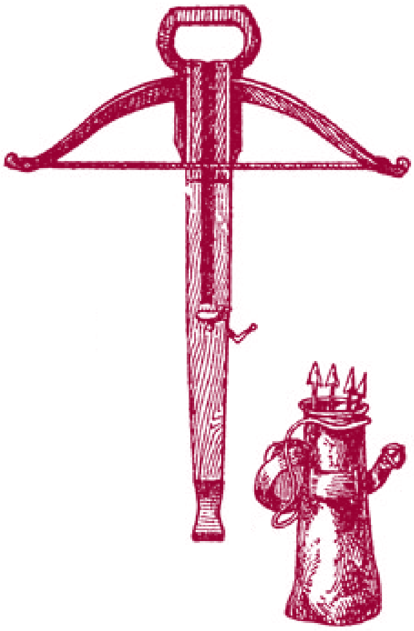


Table 6-32: Javelin vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Throw Range
N	-	1d3	30/60/90
B	-	1d6	30/60/90
S	+2	1d6+2	30/60/90
E	+4	1d6+4	40/80/120
M	+6	1d6+6	40/80/120
G	+8	1d6+9	50/100/150

Table 6-33: Javelin vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Throw Range
N	-	1d3	30/60/90
B	-	1d6	30/60/90
S	+1	1d6+2	30/60/90
E	+2	1d6+4	40/80/120
M	+4	1d4+6	40/80/120
G	+6	1d4+8	50/100/150

Javelin

A javelin is a light one-handed throwing spear. Although primarily used as a thrown weapon, it can also be used in melee.

Table 6-34: Lance vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Charge
N	-	1d5	Y
B	-	1d10	Y
S	+1	1d10+3	Y
E	+2	1d10+7	Y
M	+4	1d8+10	Y
G	+6	1d6+12	Y

Table 6-35: Lance vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Charge
N	-	1d5	-	Y
B	-	1d10	-	Y
S	+2	1d10+3	-2 vs 1	Y
E	+4	1d10+7	-3 vs 1	Y
M	+6	1d8+12	-3 vs 2	Y
G	+8	1d8+16	-4 vs 2	Y

Lance

A lance is an extremely long spear, 9' to 12' long. It is too unwieldy to use on foot, and can only be used when mounted—in which case it can be used in one hand despite its length.

Charge: When a weapon with the charge ability is used after the wielder's mount has charged 20' or more in the round, the weapon does double the normal amount of damage.

Table 6-36: Mace vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Hurl Range
N	-	1d3	-	-
B	-	1d6	-	-
S	+2	2d4	-1 vs 1	-
E	+4	2d4+2	-2 vs 2	-/10/20
M	+6	2d4+4	-3 vs 3	-/10/20
G	+8	2d4+6	-4 vs 3	10/20/30

Table 6-37: Mace vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Hurl Range
N	-	1d3	-
B	-	1d6	-
S	+2	2d4	-
E	+4	2d4+2	-/10/20
M	+6	2d4+4	-/10/20
G	+8	2d4+6	10/20/30

Mace

A mace is a one handed melee weapon consisting of a 2'-3' long shaft with a heavy metal head. The head can be smooth (round or pear shaped), can contain flanges or studs, or can even be sculpted into the shape of a fist or skull or other roundish object.

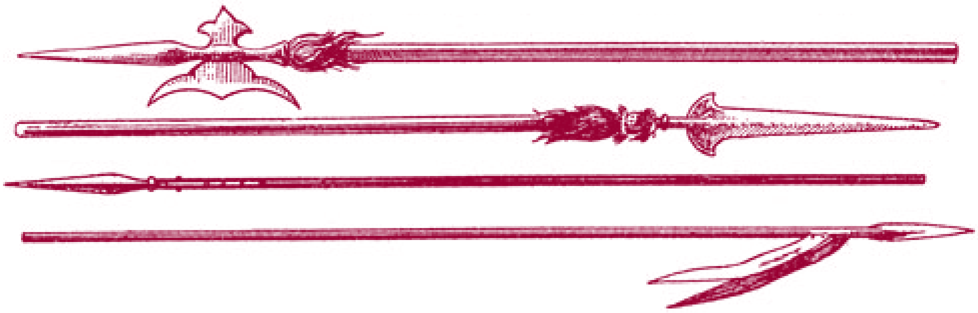


Table 6-38: Net vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Entangle	Throw Range
N	-	-	-	+0	10/20/30
B	-	-	-	+0	10/20/30
S	+1	-	-2 vs 1	+1	15/25/35
E	+2	-	-4 vs 2	+2	20/30/40
M	+4	-	-6 vs 3	+2	25/35/45
G	+6	-	-8 vs 4	+3	30/40/50

Table 6-39: Net vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Entangle	Throw Range
N	-	-	-	+0	10/20/30
B	-	-	-	+0	10/20/30
S	+2	-	-2 vs 1	+1	15/25/35
E	+4	-	-4 vs 2	+2	20/30/40
M	+6	-	-6 vs 3	+4	25/35/45
G	+8	-	-8 vs 4	+6	30/40/50

Net

Nets designed for use in combat are generally 6’ to 9’ in diameter, and usually have small weights around their edge to hold them open when they are flung. This arrangement lets them be thrown one-handed if held in their centre. Nets do no damage to opponents in combat, but are excellent defensive weapons.

Entangle: Any target that the weapon hits may become delayed, slowed or entangled depending on their hit dice or level compared to the proficiency level of the weapon wielder.

See *table 6-72* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the wielder when first hit in order to avoid the effect. If this fails, the target is affected but may repeat the saving throw each round until they make it, at which point they are no longer affected.
An entangled target cannot attack, cast spells, or move.

Table 6-40: Pike vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Set
N	-	1d5	-	-	-
B	-	1d10	-	-	Y
S	+2	1d12+2	-2 vs 1	1	Y
E	+4	1d12+5	-2 vs 2	1	Y
M	+6	1d12+9	-3 vs 2	2	Y
G	+8	1d10+14	-3 vs 3	2	Y

Table 6-41: Pike vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect	Set
N	-	1d5	-	-
B	-	1d10	-	Y
S	+1	1d12+2	1	Y
E	+2	1d12+5	1	Y
M	+4	1d10+8	2	Y
G	+6	1d8+10	2	Y

Pike

A pike is an extremely long spear, 7’ to 15’ long. It can only be wielded using two hands.

Set: The wielder of this weapon may brace it against a charging foe. The wielder automatically gains initiative over the charging foe, and if they hit then they do double normal damage.

Table 6-42: Pistol vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Delay	Missile Range
N	-1	1d3	-	50/100/150
B	-	1d6	-	50/100/150
S	+2	1d8+1	s/m	60/110/160
E	+4	1d10+2	s/m	80/130/170
M	+6	3d6	s/m	90/130/180
G	+8	4d4+2	s/m	110/140/190

Table 6-43: Pistol vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Delay	Missile Range
N	-1	1d3	-	50/100/150
B	-	1d6	-	50/100/150
S	+1	1d8+1	s/m	60/110/160
E	+2	1d10+2	s/m	80/130/170
M	+4	1d10+4	s/m	90/130/180
G	+6	1d10+6	s/m	110/140/190

Pistol

A pistol is a short gun, 9” to 12” long. It can be fired using only one hand, but needs both hands to reload.

Pistols require both red powder and bullets to load. See *Chapter 8: Equipping for Adventure* for more details about red powder.

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs *Paralysis* or automatically lose initiative in the following round.

Some ranged weapons can only delay opponents at listed ranges.

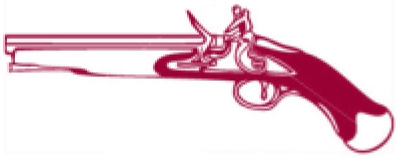


Table 6-44: Poleaxe vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect
N	-	1d5	-	-
B	-	1d10	-	-
S	+2	1d10+3	-1 vs 1	1
E	+4	1d10+6	-2 vs 1	1
M	+6	1d10+10	-2 vs 2	2
G	+8	1d8+16	-3 vs 2	2

Table 6-45: Poleaxe vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect
N	-	1d5	-
B	-	1d10	-
S	+1	1d10+3	1
E	+2	1d10+6	1
M	+4	1d10+8	2
G	+6	1d8+12	2

Poleaxe

A poleaxe consists of an axe blade (usually single sided, but occasionally double sided) with a 6' to 8' long shaft. It is wielded in both hands like a large two-handed axe.

Table 6-46: Shield, Horned vs All Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Off-Hand
N	-	1	-	Y
B	-	1d2	-1 vs 1	Y
S	+2	2d2	-1 vs 1	Y
E	+4	1d4+1	-1 vs 2	Y
M	+6	1d4+3	-1 vs 4	Y
G	+8	1d4+5	-1 vs 6	Y

Shield, Horned

A horned shield is a small (1') buckler (strap-on shield) with a horn, spike or blade protruding from the centre at right angles to the shield. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Table 6-47: Shield, Knife vs All Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Off-Hand	Breakable
N	-	1d2	-	Y	Y
B	-	1d4+1	-1	Y	Y
S	+2	1d6+1	-1	Y	Y
E	+4	2d4+1	-2	Y	Y
M	+6	3d4	-2	Y	Y
G	+8	4d4	-2	Y	Y

Shield, Knife

A knife shield is a small (1') buckler (strap-on shield) with a knife blades protruding from either side, at right angles to the arm. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Breakable: A breakable shield weapon is more fragile than a normal weapon and has a chance of breaking when used. Whenever the character using it rolls the exact number needed to hit an enemy or an enemy rolls the exact number needed to hit the character, there is a chance that the shield weapon will break.

The Game Master should roll a d10, add the magical bonus of the shield weapon itself and subtract the magical bonus of the weapon (if any) that struck it. If the modified total is 5 or less, then the shield weapon has broken. When broken, it will still provide its armour class bonus, but can no longer be used to make attacks.

Table 6-48: Shield, Sword vs All Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Off-Hand	Breakable
N	-	1d2+1	-	Y	Y
B	-	1d4+2	-1 vs 2	Y	Y
S	+2	1d6+3	-1 vs 2	Y	Y
E	+4	1d6+4	-2 vs 3	Y	Y
M	+6	1d6+7	-2 vs 3	Y	Y
G	+8	1d6+9	-3 vs 4	Y	Y

Shield, Sword

A sword shield is a medium sized (1') buckler (strap-on shield) with a sword or spear blade protruding from the end, parallel to the wielder's arm so that it sticks out from behind their hand. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Breakable: A breakable shield weapon is more fragile than a normal weapon and has a chance of breaking when used. Whenever the character using it rolls the exact number needed to hit an enemy or an enemy rolls the exact number needed to hit the character, there is a chance that the shield weapon will break.

The Game Master should roll a d10, add the magical bonus of the shield weapon itself and subtract the magical bonus of the weapon (if any) that struck it. If the modified total is 5 or less, then the shield weapon has broken. When broken, it will still provide its armour class bonus, but can no longer be used to make attacks.

Table 6-49: Shield, Tusked vs All Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Two Attacks	Breakable
N	-	1d2	-	Y	Y
B	-	1d4+1	-1	Y	Y
S	+2	1d6+2	-2	Y	Y
E	+4	2d4+2	-2	Y	Y
M	+6	2d4+4	-3	Y	Y
G	+8	2d4+6	-3	Y	Y

Shield, Tusked

A tusked shield is a large hold-out shield, with spikes all around the edge and a spike protruding from the centre. This heavy shield must be used in two hands, and it does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Two Attacks: Weapons with this ability can be used to attack twice each round, as if the attacks were made by a primary hand and off hand weapon, but without the normal off hand penalties to their to-hit rolls and proficiency level.

Breakable: A breakable shield weapon is more fragile than a normal weapon and has a chance of breaking when used. Whenever the character using it rolls the exact number needed to hit an enemy or an enemy rolls the exact number needed to hit the character, there is a chance that the shield weapon will break.

The Game Master should roll a d10, add the magical bonus of the shield weapon itself and subtract the magical bonus of the weapon (if any) that struck it. If the modified total is 5 or less, then the shield weapon has broken. When broken, it will still provide its armour class bonus, but can no longer be used to make attacks.

Table 6-50: Sling vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Stun	Missile Range
N	-1	1d2	-	-	40/80/160
B	-	1d4	-	-	40/80/160
S	+2	1d6	-1 vs 2	s/m	40/80/160
E	+4	2d4	-2 vs 3	s/m	60/110/170
M	+6	3d4	-3 vs 3	s/m	60/110/170
G	+8	4d4	-4 vs 4	s/m	80/130/180

Table 6-51: Sling vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Missile Range
N	-1	1d2	-	40/80/160
B	-	1d4	-	40/80/160
S	+1	1d6	s/m	40/80/160
E	+2	2d4	s/m	60/110/170
M	+4	1d8+2	s/m	60/110/170
G	+6	1d10+2	s/m	80/130/180

Sling

A sling is a long (4' to 6') leather cord with a pouch half way along. The wielder straps one end of the cord around their wrist and holds the other end in the same hand. They then place a stone in the pouch and swing the cord over their head. At the mid-point of the swing, they let go of the loose end, which releases the stone.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-52: Smoothbore vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Missile Range
N	-1	1d4	-	80/160/240
B	-	2d4	-	80/160/240
S	+1	2d6	s/m	90/160/240
E	+2	2d6+2	s/m	100/170/240
M	+4	1d12+4	s/m	110/170/240
G	+6	1d10+6	s/m	120/180/240

Table 6-53: Smoothbore vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Stun	Missile Range
N	-1	1d4	-	-	80/160/240
B	-	2d4	-	-	80/160/240
S	+2	2d6	-1 vs 1	s/m	90/160/240
E	+4	2d6+2	-2 vs 2	s/m	100/170/240
M	+6	3d6+2	-3 vs 2	s/m	110/170/240
G	+8	4d4+4	-3 vs 3	s/m	120/180/240

Smoothbore

A smoothbore is a long gun, 3' to 5' long. It requires two hands to both fire and reload.

Smoothbores require both red powder and bullets to load. See *Chapter 8: Equipping for Adventure* for more details about red powder.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-54: Spear vs All Opponents

Proficiency	To-Hit Bonus	Damage	Set	Stun	Throw Range
N	-	1d3	-	-	20/40/60
B	-	1d6	Y	-	20/40/60
S	+2	1d6+2	Y	-	20/40/60
E	+4	2d4+2	Y	Y	40/60/75
M	+6	2d4+4	Y	Y	40/60/75
G	+8	2d4+6	Y	Y	60/75/80

Spear

A spear is a 5' to 7' long shaft with a stabbing blade on the end. Despite its length, a spear is a well balanced weapon and can either be used in melee one-handed or thrown.

Set: The wielder of this weapon may brace it against a charging foe. The wielder automatically gains initiative over the charging foe, and if they hit then they do double the normal damage.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-55: Staff vs All Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect
N	-	1d3	-	-
B	-	1d6	-	-
S	+2	1d6+2	-1 vs 2	1
E	+4	1d8+2	-2 vs 3	2
M	+6	1d8+5	-3 vs 3	3
G	+8	1d8+7	-4 vs 4	4

Staff

A staff is one of the most simple weapons. It consists of just a length of wood 5' to 7' in length, which is wielded in two hands.

Deflect: If a number is listed for this ability, the wielder of the weapon can attempt to deflect a number of incoming attacks equal to this number by making a saving throw vs *Death Ray* against each of them. A successful saving throw means that the attack is deflected and the character takes no damage.

The character can decide which attacks to try to deflect, so they can save the attempts for use against a tougher opponent who is attacking later in the round rather than having to use them against a weak opponent who happens to be attacking first. However, the character must announce which attacks they wish to try to deflect against *before* attacks are rolled.

These deflection attempts must be used against attacks coming from opponents of the relevant type, regardless of what type of opponent the character is attacking. For example, a character who is skilled with a normal sword gets a deflection attempt against one attack from an armed opponent per round, even if the character is actually attacking an unarmed opponent.

When a character uses two weapons in combat, the deflection attempts given by each weapon do not stack. The character gets to use a number of attempts equal to the higher number granted by either of the weapons.

Table 6-56: Sword, Bastard (One Handed) vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect
N	-	1d3	-	-
B	-	1d6+1	-	-
S	+2	1d6+3	-1 vs 1	-
E	+4	1d6+5	-2 vs 2	1
M	+6	1d8+8	-3 vs 2	1
G	+8	1d8+10	-4 vs 3	2

Table 6-57: Sword, Bastard (One Handed) vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect
N	-	1d3	-
B	-	1d6+1	-
S	+1	1d6+3	-
E	+2	1d6+5	1
M	+4	1d6+7	1
G	+6	1d6+8	2

Sword, Bastard (One Handed)

A bastard sword, also known as a longsword, is a sword with a long (3' to 4') narrow blade that is used either one-handed or two-handed. The same weapon proficiency covers both forms of usage.

Table 6-58: Sword, Bastard (Two Handed) vs Armed Opponents

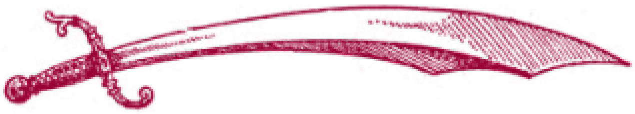
Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Hurl Range
N	-	1d4	-	-	-
B	-	1d8+1	-	-	-
S	+2	1d8+3	-	1	-
E	+4	1d8+5	-1 vs 1	1	-/-/5
M	+6	1d10+8	-2 vs 2	2	-/-/5
G	+8	1d12+10	-3 vs 2	3	-/5/10

Table 6-59: Sword, Bastard (Two Handed) vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect	Hurl Range
N	-	1d4	-	-
B	-	1d8+1	-	-
S	+1	1d8+3	1	-
E	+2	1d8+5	1	-/-/5
M	+4	1d8+7	2	-/-/5
G	+6	1d10+8	3	-/5/10

Sword, Bastard (Two Handed)

A bastard sword, also known as a longsword, is a sword with a long (3' to 4') narrow blade that is used either one-handed or two-handed. The same weapon proficiency covers both forms of usage.



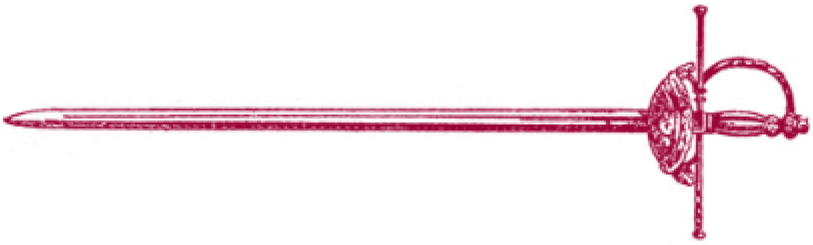


Table 6-60: Sword, Normal vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Disarm	Hurl Range
N	-	1d4	-	-	-	-
B	-	1d8	-	-	-	-
S	+2	1d12	-2 vs 1	1	+0	-
E	+4	2d8	-2 vs 2	2	-1	-/5/10
M	+6	2d8+4	-3 vs 3	2	-2	-/5/10
G	+8	2d6+8	-4 vs 3	3	-4	5/10/15

Table 6-61: Sword, Normal vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect	Disarm	Hurl Range
N	-	1d4	-	-	-
B	-	1d8	-	-	-
S	+1	1d12	1	+0	-
E	+2	2d8	2	-1	-/5/10
M	+4	2d6+4	2	-2	-/5/10
G	+6	2d4+8	3	-4	5/10/15

Sword, Normal

A normal sword is a one-handed sword with a straight or curved blade 2' to 3' long. This category of sword encompasses a variety of different styles of sword, ranging from scimitars to broadswords and even rapiers.

Disarm: The wielder of a weapon with the disarm ability can choose to try to disarm their opponent instead of attacking for damage. The character's player must announce that a disarm attempt is being made before rolling any dice for the attack. If the attack hits then the target of the attack must make a *Dexterity Check* (see *Chapter 5: Ability Checks & Skills*) with the listed penalty to their effective dexterity or drop their weapon.

Table 6-62: Sword, Short vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Deflect	Disarm	Hurl Range
N	-	1d3	-	-	-	-
B	-	1d6	-	-	-	-
S	+2	1d6+2	-1 vs 1	1	-1	-
E	+4	1d6+4	-2 vs 2	2	-2	-/10/20
M	+6	1d6+7	-2 vs 3	3	-4	-/10/20
G	+8	1d6+9	-3 vs 4	3	-6	10/20/30

Table 6-63: Sword, Short vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Deflect	Disarm	Hurl Range
N	-	1d3	-	-	-
B	-	1d6	-	-	-
S	+1	1d6+2	1	-1	-
E	+2	1d6+4	2	-2	-/10/20
M	+4	1d4+7	3	-4	-/10/20
G	+6	1d4+9	3	-6	10/20/30

Sword, Short

A short sword is a sword with a straight 18" to 2' blade. Primarily used as a stabbing rather than slashing weapon, this small blade can be used in one hand.

Disarm: The wielder of a weapon with the disarm ability can choose to try to disarm their opponent instead of attacking for damage. The character's player must announce that a disarm attempt is being made before rolling any dice for the attack. If the attack hits then the target of the attack must make a *Dexterity Check* (see *Chapter 5: Ability Checks & Skills*) with the listed penalty to their effective dexterity or drop their weapon.

Table 6-64: Sword, Two-Handed vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Deflect
N	-	1d5	-	-
B	-	1d10	-	-
S	+1	2d6+1	Y	1
E	+2	2d8+2	Y	2
M	+4	2d8+3	Y	2
G	+6	3d6+2	Y	3

Table 6-65: Sword, Two-Handed vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Stun	Deflect
N	-	1d5	-	-
B	-	1d10	-	-
S	+2	2d6+1	Y	1
E	+4	2d8+2	Y	2
M	+6	3d6+3	Y	2
G	+8	3d6+6	Y	3

Sword, Two-Handed

A two-handed sword, sometimes known as a greatsword, is a large and heavy sword with a 4' to 5' blade. It is always used in two hands.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Table 6-66: Trident vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Skewer	Throw Range
N	-	1d3	-	10/20/30
B	-	1d6	-	10/20/30
S	+1	1d8+1	4HD	10/20/30
E	+2	1d8+4	7HD	20/30/45
M	+4	1d6+6	10HD	20/30/45
G	+6	1d4+8	15HD	30/45/60

Table 6-67: Trident vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	Skewer	Throw Range
N	-	1d3	-	10/20/30
B	-	1d6	-	10/20/30
S	+2	1d8+1	4HD	10/20/30
E	+4	1d8+4	7HD	20/30/45
M	+6	1d8+6	10HD	20/30/45
G	+8	1d6+9	15HD	30/45/60

Trident

A trident is a short (4' to 6') spear which is split at the end into three tines, like a fork. Each tine is usually barbed. A trident is used in one hand either in melee or as a thrown weapon, and is often used as a fishing spear, since the barbs on the points can lift the fish out of the water when the trident is withdrawn.

Skewer: If the weapon hits an opponent with the listed number of hit dice (or levels) or less, the opponent may be skewered if the attacker so chooses.

The attacker must let go of the weapon, and it remains caught in the opponent for 1d4+4 rounds, doing 1d6 damage each round. If the opponent spends a round removing the weapon, they take double damage that round but are then free of the weapon.

Table 6-68: Unarmed Strikes vs Armed Opponents

Proficiency	To-Hit Bonus	Damage*	Knockout*	Off-Hand*
N	-	1	-	-
B	-	1	+0	-
S	+2	1d3	+0	-
E	+4	1d4+1	-1	Y
M	+6	2d4	-3	Y
G	+8	3d4	-5	Y

* Special rules for Mystics, see text.

Table 6-69: Unarmed Strikes vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage*	Knockout*	Off-Hand*
N	-	1	-	-
B	-	1	+0	-
S	+1	1d3	+0	-
E	+2	1d4+1	-1	Y
M	+4	1d4+1	-3	Y
G	+6	2d4+1	-5	Y

* Special rules for Mystics, see text.

Unarmed Strikes

Unarmed strikes include boxing, street fighting and other martial arts. Unarmed attacks are considered to be one-handed attacks for purposes of mixing them with other attacks, although they may actually include strikes using other parts of the body.

Any character can learn unarmed fighting, although mystic characters know special combat techniques and may choose strike to kill rather than striking to stun. If they strike to kill, they do increased damage listed on *table 4-8* instead of the damage listed here. A mystic striking to kill does not roll for knockout chances, and gets the number of attacks listed on *table 4-8* rather than making off-hand attacks. The mystic must decide which form of attack they are using before rolling for initiative.

Example: Brother Karne is a 10th level mystic with Master level proficiency with unarmed strikes, and is fighting an ogre who is armed with a large club. Each round he has a choice between striking twice to stun (using an off-hand attack with no penalty) with a chance to knock the ogre out, and he will do 2d4 damage; or striking three times to kill, in which case he will do 2d10 damage but have no chance to knock the ogre out. In either case, he will get a +6 bonus to hit the ogre since the ogre is armed.

Knockout: Any target that the unarmed strike hits may become delayed, stunned or knocked out depending on their hit dice or level compared to the proficiency level of the striker. See *table 6-73* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the striker when hit in order to avoid the effect. If this fails, the target is affected as normal by the delay, stun or knock out.

An enemy who is knocked out will be unconscious for 1d100 rounds before waking up.

Table 6-70: Whip vs Armed Opponents

Proficiency	To-Hit Bonus	Damage	Entangle
N	-	1	-
B	-	1d2	+0
S	+1	1d4	-1
E	+2	1d4+1	-2
M	+4	1d3+2	-3
G	+6	1d3+3	-4

Table 6-71: Whip vs Unarmed Opponents

Proficiency	To-Hit Bonus	Damage	AC Bonus	Entangle
N	-	1	-	-
B	-	1d2	-	+0
S	+2	1d4	-2 vs 2	-1
E	+4	1d4+1	-3 vs 3	-2
M	+6	1d4+3	-4 vs 3	-3
G	+8	1d4+5	-4 vs 4	-4

Whip

A whip is a woven leather cord from 5' to 15' in length that is used in one hand. Whips do little damage, and are more often used for corporal punishment than for serious combat.

Entangle: Any target that the weapon hits may become delayed, slowed or entangled depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *table 6-67* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the wielder when first hit in order to avoid the effect. If this fails, the target is affected but may repeat the saving throw each round until they make it, at which point they are no longer affected.

An entangled target cannot attack, cast spells, or move.

Weapon Abilities

The various weapon abilities listed on the previous tables are described below.

AC Bonus: When using the weapon, a character gains the listed armour class bonus against the given number of incoming attacks each round. For example, an entry of "-2 vs 3" means that the wielder of the weapon gains a –2 bonus to their armour class against three incoming attacks. The character can decide which attacks to use the bonus against so they can save the bonus for use against a tougher opponent who is attacking later in the round rather than having to use them against a weak opponent who happens to be attacking first. However, the character must announce which attacks they wish to use the bonus against *before* attacks are rolled.

These armour class bonuses must be used against attacks coming from opponents of the relevant type, regardless of what type of opponent the character is attacking. For example, a character who is skilled with a normal sword gets a –2 AC bonus against one attack from an armed opponent per round, even if the character is actually attacking an unarmed opponent.

When a character uses two weapons in combat, they get whichever AC bonus is most beneficial against each incoming attack. The bonuses do not stack.

Example: Black Leaf is wielding a normal sword in her main hand and a club in her off hand. She has expert proficiency with each weapon, although because the club is in her off hand it counts as having only skilled proficiency.

The sword gives her –2 AC vs 2 attacks by armed opponents. The club gives her –1 AC vs 2 attacks by armed opponents and –1 AC vs 2 attacks by unarmed opponents.

The bonuses against armed opponents don't stack, so each round Black Leaf has a total of –2 AC against two attacks by armed opponents and –1 AC against two attacks by unarmed opponents.

Breakable: A breakable shield weapon is more fragile than a normal weapon and has a chance of breaking when used. Whenever the character using it rolls the exact number needed to hit an enemy or an enemy rolls the exact number needed to hit the character, there is a chance that the shield weapon will break.

The Game Master should roll a d10, add the magical bonus of the shield weapon itself and subtract the magical bonus of the weapon (if any) that struck it. If the modified total is 5 or less, then the shield weapon has broken. When broken, it will still provide its armour class bonus, but can no longer be used to make attacks.

Charge: When a weapon with the charge ability is used after the wielder's mount has charged 20' or more in the round, the weapon does double the normal amount of damage.

Deflect: If a number is listed for this ability, the wielder of the weapon can attempt to deflect a number of incoming attacks equal to this number by making a saving throw vs *Death Ray* against each of them. A successful saving throw means that the attack is deflected and the character takes no damage.

The character can decide which attacks to try to deflect, so they can save the attempts for use against a tougher opponent who is attacking later in the round rather than having to use them against a weak opponent who happens to be attacking first. However, the character must announce which attacks they wish to try to deflect against *before* attacks are rolled.

These deflection attempts must be used against attacks coming from opponents of the relevant type, regardless of what type of opponent the character is attacking. For example, a character who is skilled with a normal sword gets a deflection attempt against one attack from an armed opponent per round, even if the character is actually attacking an unarmed opponent.

When a character uses two weapons in combat, the deflection attempts given by each weapon do not stack. The character gets to use a number of attempts equal to the higher number granted by either of the weapons.

Table 6-72: Entangling Weapons

Level or Hit Dice of Target	Saving throw bonus	None/Basic/Skilled	Expert/Master	Grand Master
Up to 1	+0	Entangled	Entangled	Entangled
1+ to 3	+1	Entangled	Entangled	Entangled
3+ to 6	+2	Slow	Entangled	Entangled
6+ to 9	+3	Slow	Slow	Entangled
9+ to 12	+4	Delay	Slow	Slow
12+ to 16	+5	Delay	Delay	Slow
16+ or more	+5	Delay	Delay	Delay

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs *Paralysis* or automatically lose initiative in the following round.

Some ranged weapons can only delay opponents at listed ranges.

Disarm: The wielder of a weapon with the disarm ability can choose to try to disarm their opponent instead of attacking for damage. The character's player must announce that a disarm attempt is being made before rolling any dice for the attack. If the attack hits then the target of the attack must make a *Dexterity Check* (see *Chapter 5: Ability Checks & Skills*) with the listed penalty to their effective dexterity or drop their weapon.

Double Damage: If the wielder of the weapon rolls the number indicated or higher *on the dice, before modifiers*, and the attack hits the target *after modifiers*, then the attack does double the normal amount of damage.

Entangle: Any target that the weapon hits may become delayed, slowed or entangled depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *table 6-72* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the wielder when first hit in order to avoid the effect. If this fails, the target is affected but may repeat the saving throw each round until they make it, at which point they are no longer affected.

An entangled target cannot attack, cast spells, or move.

Table 6-73: Knockout Weapons

Level or Hit Dice of Target	Saving throw bonus	None/Basic/Skilled	Expert/Master	Grand Master
Up to 1	+0	K/O	K/O	K/O
1+ to 3	+1	K/O	K/O	K/O
3+ to 6	+2	Stun	K/O	K/O
6+ to 9	+3	Stun	Stun	K/O
9+ to 12	+4	Delay	Stun	Stun
12+ to 16	+5	Delay	Delay	Stun
16+ or more	+5	Delay	Delay	Delay

Hook: The wielder of a weapon with the hook ability can choose to try to hook their opponent and trip them instead of attacking for damage. The character's player must announce that a hook attempt is being made before rolling any dice for the attack. If the attack hits, the weapon causes only minimum damage and the target must make a saving throw vs *Paralysis* or fall prone.

Hurl Range: A weapon with a hurl range is one that is not normally thrown, but with great skill and effort can be hurled at an opponent at the short/medium/long ranges shown. Such hurling of weapons uses the character's strength modifier rather than their dexterity modifier. Because such weapons are not aerodynamic and do not fly well, opponents who are not surprised by the attack may make a saving throw vs Death Ray in order to take half damage. However, the first time in each fight that an opponent has the weapon thrown at them, they must roll for surprise at normal chances due to the unexpected nature of the attack.

Knockout: Any target that the weapon hits may become delayed, stunned or knocked out depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *table 6-73* for details. The target must make a saving throw vs *Death Ray* with a penalty based on the proficiency of the wielder when hit in order to avoid the effect. If this fails, the target is affected as normal by the delay, stun or knock out.

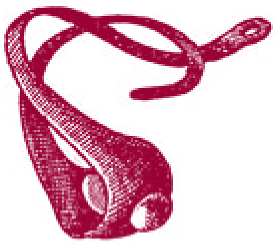
An enemy who is knocked out will be unconscious for 1d100 rounds before waking up.

Missile Range: The three numbers given are the short/medium/long ranges of the missiles that the weapon shoots.

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Poison Save: If the weapon with this ability is poisoned, the target takes the listed penalty on their saving throws against the poison.

Set: The wielder of this weapon may brace it against a charging foe. The wielder automatically gains initiative over the charging foe, and if they hit then they do double normal damage.



Skewer: If the weapon hits an opponent with the listed number of hit dice (or levels) or less, the opponent may be skewered if the attacker so chooses.

The attacker must let go of the weapon, and it remains caught in the opponent for 1d4+4 rounds, doing 1d6 damage each round. If the opponent spends a round removing the weapon, they take double damage that round but are then free of the weapon.

Strangle: If the wielder of the weapon rolls the number indicated or higher *on the dice, before modifiers*, and the attack hits the target *after modifiers*, then the target of the attack must make an immediate saving throw vs *Death Ray* with the listed penalty or be paralysed and die after 1d6+2 rounds of strangulation. Should the target be freed from strangulation, they will remain paralysed for 2d6 rounds.

If the wielder of the weapon does not roll the required numbers but still hits the target, the target is affected as though the weapon were an entangling weapon with the same saving throw penalty.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs *Death Ray*.

Some ranged weapons can only stun opponents at listed ranges.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs *Death Ray* each round to shake off the stun.

Throw Range: The three numbers given are the short/medium/long ranges of the missiles that the weapon can be thrown.

Two Attacks: Weapons with this ability can be used to attack twice each round, as if the attacks were made by a primary hand and off hand weapon, but without the normal off hand penalties to their to-hit rolls and proficiency level.

Chapter 7: Spells & Spell Casting

Many characters in Dark Dungeons can use spells. Humans are the most versatile spell casters. They can become magic-users or clerics (and later druids) and learn to cast many spells per day. Experienced thieves can learn to use magic-user scrolls to cast spells with a good chance of success. And even fighters can—if they take knightly vows—start casting low level clerical spells.

Many non-human races use spells too. Some creatures have natural (or magical) abilities that work like spells, but many of the intelligent races (humanoid or otherwise) can have shamans or sorcerers who cast spells like clerics and magic-users, although doing so through innate ability rather than formal training they lack the versatility of human spell casters.

The demi-human races are somewhat unusual, in that they have no clerical or shaman spell casters, and with the exception of elves—who can cast spells just like human magic-users—have no magic-users or sorcerers either.

All these major types of spell caster (clerics, druids, magic-users, shamans, sorcerers) share a common basis for spell casting, as detailed in this chapter.

Spell Levels

All spells have a level. This is a measure of how powerful the spell is and how difficult it is to prepare. Spells of the same level are roughly similar in terms of power level, and are interchangeable when it comes to spell preparation, providing the caster has access to each spell.

Cleric and druid spells range in level from 1-7. Magic-user and elf spells range in level from 1-9. Shamans and sorcerers can only cast spells from levels 1-6.

Each spell casting character is limited in the number of spells they can prepare each day. When first able to cast spells they will probably be limited to only preparing a single 1st level spell per day, but as they get more experienced they will be able to cast more spells and also more powerful spells. See *Chapter 4: Creating a Character* for exactly how many spells of each level a character gets based on their class.

Shamans get the same number of spells as clerics of the same level, and sorcerers get the same number of spells as magic-users of the same level.

Acquiring Spells

Spell casting characters acquire spells in different ways.

Clerics: Clerics (and fighters who have taken knightly vows) always have access to all clerical spells of levels that they can cast. As part of the new cleric's rite of investiture (the details of which will vary from religion to religion and may be full of pomp and ceremony or be a quiet personal affair) their patron Immortal magically alters the cleric's life force so that it will accept spells from that Immortal. This is a permanent alteration, and costs the Immortal some of its own essence; so it is not done lightly. The cleric now has access to all their clerical spells, providing nothing untoward happens to the Immortal who grants them the spells. This sort of thing rarely happens, but it is not unheard of.

Since the change done to the cleric has a permanent effect, the cleric will continue to gain spells even if they split from their church into heresy or even give up their religion altogether. However, depending on the attitude of the church towards this, it may result in the cleric being denounced and hunted down and killed.

Table 7-1: Cleric Spells By Level

1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
Cure Light Wounds (R)	Bless (R)	Continual Light (R)	Animate Dead
Detect Evil	Find Traps	Cure Blindness	Create Water
Detect Magic	Hold Person (R)	Cure Disease (R)	Cure Serious Wounds (R)
Light (R)	Know Alignment (R)	Growth of Animal	Dispel Magic
Protection From Evil	Resist Fire	Locate Object	Neutralise Poison (R)
Purify Food And Water	Silence 15' Radius	Remove Curse (R)	Protection From Evil 10' Radius
Remove Fear (R)	Snake Charm	Speak With Dead	Speak With Plants
Resist Cold	Speak With Animal	Striking	Sticks to Snakes
5th Level Spells	**6th Level Spells**	**7th Level Spells**	
Commune	Animate Objects	Earthquake	
Create Food	Barrier (R)	Holy Word	
Cure Critical Wounds (R)	Create Normal Animals	Raise Dead Fully (R)	
Dispel Evil	Cureall	Restore (R)	
Insect Plague	Find The Path	Survival	
Quest (R)	Speak With Monsters (R)	Travel	
Raise Dead (R)	Wind Walker	Wish	
Truesight	Word of Recall	Wizardry	

In extreme cases it is possible for the Immortal to personally visit the offending cleric and remove their clerical powers in the same way that they granted them. However, since this also costs the Immortal some of its essence it is not done by any but the most forgiving Immortals. Less forgiving Immortals will either ignore the offending cleric and leave them for their worshippers to deal with or simply kill them outright.

Forsaking one's church can be a dangerous business.

Druids: Druids get their spells from nature itself. Like clerics, they have access to all druidic spells they can cast, but unlike clerics this access cannot be blocked—since nature itself is never in a situation where it is unable to grant spells.

Magic-users & Elves: Magic-users and elves do not automatically acquire spells. Each spell they wish to learn must be formally studied and recorded in a spell book. Each spell book can contain up to 100 levels of spells, so a powerful magic user may need up to 6 spell books to hold all their spells.

A starting magic-user or elf begins with a free spell book, which contains the *Read Magic* spell and one other first level spell of their choice.

A spell book is a very personal item, and the spells written in it are scribed using an arcane symbolism unique to the individual spell caster. Each caster needs their own spell book in order to prepare spells, and no caster can prepare spells from anyone else's spell book.

Although each magic-user or elf is dependent on their spell book to be able to *prepare* spells, their *knowledge* of spells does not rely on their book. If they lose their book for any reason or it gets destroyed, they can—given time and effort—make a replacement of it by writing down all the spells that they know.

However, because of the personal connection to the book, each magic-user or elf can only have one set of spell books in existence at a time. Writing a spell into a new one makes the old copy obsolete and useless; so it is not possible to keep a spare set around just in case.

In order to acquire mastery of a new spell in order to write it into their spell book the magic-user or elf needs two things. Firstly they need time to practise the spell. Secondly they need a source containing the spell. This source can be another magic-user or elf willing to teach the spell to them, or it can be another magic-user's spell book or even a spell scroll. Although a magic-user or elf cannot use another caster's spell book to prepare spells, casting a *Read Magic* spell on it will allow them to read its contents and use it as a research tool in order to learn the spells themselves.

It is far easier (and usually cheaper) to be taught spells than to research them, although if no teacher is available then research is always an option for a desperate magic-user or elf.

Shamans: Shamans are granted their spells either by an Immortal or by nature, depending on the individual shaman and their race and religion. Therefore they follow exactly the same rules as either clerics or druids.

Table 7-2: Druid Spells By Level

1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
Cure Light Wounds (R)	Bless (R)	Call Lightning	Animate Dead
Detect Danger	Find Traps	Continual Light (R)	Control Temperature 10' Radius
Detect Evil	Heat Metal	Cure Blindness	Create Water
Detect Magic	Hold Person (R)	Cure Disease (R)	Cure Serious Wounds (R)
Faerie Fire	Know Alignment (R)	Growth of Animal	Dispel Magic
Light (R)	Obscure	Hold Animal	Neutralise Poison (R)
Locate	Produce Fire	Locate Object	Plant Door
Predict Weather	Resist Fire	Protection From Poison	Protection From Evil 10' Radius
Protection From Evil	Silence 15' Radius	Remove Curse (R)	Protection From Lightning
Purify Food And Water	Snake Charm	Speak With Dead	Speak With Plants
Remove Fear	Speak With Animal	Striking	Sticks to Snakes
Resist Cold	Warp Wood	Water Breathing	Summon Animals
5th Level Spells	**6th Level Spells**	**7th Level Spells**	
Anti-Plant Shell	Animate Objects	Creeping Doom	
Commune	Anti-Animal Shell	Earthquake	
Control Winds	Barrier (R)	Holy Word	
Create Food	Create Normal Animals	Metal to Wood	
Cure Critical Wounds (R)	Cureall	Raise Dead Fully (R)	
Dispel Evil	Find The Path	Restore (R)	
Dissolve (R)	Speak With Monsters (R)	Summon Elemental	
Insect Plague	Summon Weather	Survival	
Pass Plant	Transport Through Plants	Travel	
Quest (R)	Turn Wood	Weather Control	
Raise Dead (R)	Wind Walker	Wish	
Truesight	Word of Recall	Wizardry	

Sorcerers: Sorcerers are able to use magic via a natural talent. Although they prepare spells in the same way as magic-users—and all sorcerer spells are also magic-user spells—they are able to do so without the aid of spell books or any kind of formal training.

A sorcerer's spell casting is simply intuitive. Every so often, as they get more experienced, they will simply gain an insight and "know" how to prepare a new spell that they weren't previously able to prepare.

Preparing Spells

Spells are complicated affairs involving powerful magical energies, and can not simply be cast on a whim.

Before a spell can be cast, it must be *prepared* by the caster. When preparing a spell, a caster gathers the magical energy and shapes it into the spell that they wish to cast, leaving it primed. Then at the time of casting the spell caster says the final words and makes the final gestures, which set the parameters for the spell effect and release the energy. This final release of the spell's energy is known as *casting* the spell.

On a typical day, and adventuring spell caster will prepare all the spells they can first thing in the morning after waking up, and then cast them at various times during the day—often in the middle of combat.

Since each extra spell that is prepared adds more magical energy to the caster's control, and higher level spells require more precise control than lower level ones, the number of spells a caster can have prepared at one time is limited by their experience level, as listed in the various tables in *Chapter 4: Creating a Character.*

Once a spell has been prepared, it will not fade away. Prepared spells can be kept primed for days or even weeks at a time before being cast; although a caster can dissipate the magical energy of a spell at any time in order to free up the spell slot that it was taking up.

Preparing spells requires a clear head, and must be done directly after a good night's sleep, and before any strenuous or stressful activity has happened.

Table 7-3: Shaman Spells By Level

1st Level Spells	2nd Level Spells	3rd Level Spells
Cure Light Wounds (R)	Bless (R)	Continual Light (R)
Detect Magic	Hold Person (R)	Cure Blindness
Light (R)	Snake Charm	Cure Disease (R)
Protection From Evil	Speak With Animal	Remove Curse (R)
4th Level Spells	**5th Level Spells**	**6th Level Spells**
Cure Serious Wounds (R)	Create Food	Cureall
Dispel Magic	Cure Critical Wounds (R)	Find The Path
Neutralise Poison (R)	Dispel Evil	Speak With Monsters (R)
Speak With Plants	Insect Plague	Word of Recall

The character must then spend an hour performing meditation and rites (involving their spell book if they use one) in relatively quiet surroundings. Preparing spells is possible in the bustle of a campsite or shared room, and the caster can wave away interruptions without disturbing their preparation, but preparation is not possible in a crowded marketplace or in the middle of a fight.

At the end of the hour, any spare spell slots the character has that don't already contain prepared spells can be filled with the character's choice of spells from those that they know (of the appropriate level).

If a spell caster expects to cast a spell twice during a day, they must prepare it twice, taking up two slots of the appropriate level.

Reversible Spells

Some spells are reversible. This means that the spell can be cast in one of two ways, usually with the opposite effect. For example, a *Raise Dead* spell is normally cast to bring someone back from the dead, but it can be reversed and cast as a *Finger of Death* in order to kill someone.

Clerics, druids and shamans always prepare their spells in the normal form, and can choose to either use them in that form or reverse them at the time of casting. Although any cleric can cast any clerical spell, some religions may discourage or even prohibit the reversal of some spells.

Magic-users, elves and sorcerers must decide at the time of preparation whether they wish to prepare the normal or reversed form of the spell. Although they can, of course, prepare both forms of the same spell if they have two or more spell slots of an appropriate level.

Casting Spells

Unless the spell description explicitly says otherwise, any spell can be cast in a character's turn in combat as a normal action.

However, casting a spell requires precise gestures and speaking. Therefore a spell caster must have at least one hand free and must be able to speak in order to be able to cast a spell.

If you wish to cast a spell, you must announce what spell you are casting at the beginning of the round before initiative is rolled. If you then take any damage before your initiative, your spell casting will be disrupted and you will lose the prepared spell but it will dissipate without effect.

When casting a spell that targets creatures or objects other than yourself, you must be able to see those targets. However, you can hit unseen or invisible targets with area effect spells even if you can't see them (and even if you don't know they are there).

Some spells, such as *Cause Light Wounds* (the reverse form of *Cure Light Wounds*) require the caster to make a successful melee attack in order to touch the target in order for the spell to work.

This attack does not require a separate action in combat—it can be performed as part of the *Cast Spell* action.

The attack must be done with bare hands and does *not* use the *Unarmed Strikes* weapon feats. Touching someone with a spell is very different from striking someone in melee.

However, if the attack misses the spell is not wasted. The spell that the caster was attacking with will stay "primed" for ten minutes or until they cast another spell. Therefore the caster can try repeatedly to touch the same (or a different) target. These additional attempts to touch a target each require an *Attack* action.

Saving Throws

Most spells that have an effect on others allow their targets to roll a saving throw in order to lessen or negate the effect. Unless the specific spell description mentions otherwise, all such saving throws are *vs Spells*.

If a spell does not mention giving a saving throw, then none should be given.

Conflicting Spells

When different spells are cast on the same target, each of the spells has its normal effect for its duration. However, multiple castings of the same spell (or spells that are the same except in terms of area of effect—such as *Protection From Evil* and *Protection From Evil 10' Radius*) do not stack. The target gets the effect only once.

However, in cases where the multiple castings of the same spell could apply to the target without conflict (such as a target having two active *Quest* spells at the same time, or the target being simultaneously charmed by two different casters and therefore believing both of them to be friends) each of the spells stays active.

Table 7-4: Magic-User and Elf Spells By Level

1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
Analyse	Continual Light (R)	Clairvoyance	Charm Monster
Charm Person	Detect Evil	Create Air	Clothform
Detect Magic	Detect Invisible	Dispel Magic	Confusion
Floating Disc	Entangle	Fireball	Dimension Door
Hold Portal	ESP (R)	Fly	Growth of Plants (R)
Light (R)	Invisibility	Haste (R)	Hallucinatory Terrain
Magic Missile	Knock	Hold Person (R)	Ice Storm / Wall of Ice
Protection From Evil	Levitate	Infravision	Massmorph
Read Languages	Locate Object	Invisibility 10' Radius	Polymorph Other
Read Magic	Mirror Image	Lightning Bolt	Polymorph Self
Shield	Phantasmal Force	Protection From Evil 10' Radius	Remove Curse (R)
Sleep	Web	Protection From Normal Missiles	Wall of Fire
Ventriloquism	Wizard Lock	Water Breathing	Wizard Eye
5th Level Spells	**6th Level Spells**	**7th Level Spells**	**8th Level Spells**
Animate Dead	Anti-Magic Shell	Charm Plant	Clone
Cloudkill	Death Spell	Create Normal Monsters	Create Magical Monsters
Conjure Elemental	Disintegrate	Delayed Blast Fireball	Dance
Contact Outer Plane	Geas (R)	Ironform	Explosive Cloud
Dissolve (R)	Invisible Stalker	Lore	Force Field
Feeblemind	Lower Water	Magic Door (R)	Mass Charm (R)
Hold Monster (R)	Move Earth	Mass Invisibility (R)	Mind Barrier (R)
Magic Jar	Projected Image	Power Word Stun	Permanence
Passwall	Reincarnation	Reverse Gravity	Polymorph Any Object
Telekinesis	Stone to Flesh (R)	Statue	Power Word Blind
Teleport	Stoneform	Summon Object	Steelform
Wall of Stone	Wall of Iron	Sword	Symbol
Woodform	Weather Control	Teleport Any Object	Travel
9th Level Spells			
Contingency	Immunity	Prismatic Wall	Wish
Create Any Monster	Maze	Shapechange	
Cureall	Meteor Swarm	Survival	
Gate (R)	Power Word Kill	Timestop	

Table 7-5: Sorcerer Spells By Level

1st Level Spells	2nd Level Spells	3rd Level Spells
Detect Magic	Continual Light (R)	Clairvoyance
Light (R)	Detect Evil	Dispel Magic
Protection From Evil	Detect Invisible	Fireball
Read Languages	Invisibility	Fly
Read Magic	Levitate	Lightning Bolt
Sleep	Web	Water Breathing
4th Level Spells	**5th Level Spells**	**6th Level Spells**
Charm Monster	Animate Dead	Death Spell
Growth of Plants (R)	Cloudkill	Move Earth
Ice Storm / Wall of Ice	Dissolve (R)	Projected Image
Massmorph	Hold Monster (R)	Reincarnation
Remove Curse (R)	Passwall	Stone to Flesh (R)
Wall of Fire	Wall of Stone	Wall of Iron

Alphabetical Spell List

Analyse

Magic-User 1, Elf 1
Target: One magic item
Range: special (see below)
Duration: Instant

To use an analyse spell, the caster must imitate using the item. This includes wearing armour (which *won't* disrupt this spell), wielding weapons, wetting one's lips with a potion, and so on.

Any curses or other ill effects of the item may affect the caster.

The caster then has a chance equal to 15% plus 5% per level to identify one magical property of the item and how to activate it (or that the item has no more unrevealed magical properties). If an item has more than one magical property, then the one that is revealed will be one that the caster does not already know about.

The caster does find out command words or other instructions needed to activate the power(s) that are discovered on the item, but does not discover how many charges each power has.

Animate Dead

Cleric 4, Druid 4, Magic-User 5, Elf 5, Sorcerer 5
Target: One or more corpses
Range: 60'
Duration: Permanent

When this spell is cast, a number of dead bodies or skeletons within range will be animated and will become zombies or skeletons respectively.

A created skeleton will have the same number of hit dice as the race of the original creature had (not including extra hit dice gained from class levels). A created zombie will have one more hit dice than the original creature had (not including extra hit dice gained from class levels).

Therefore a human or demi-human skeleton will always have 1 hit die, and a human or demi-human zombie will always have 2 hit dice.

Each casting of the spell will create a total number of hit dice of undead equal to the caster's level, starting with those nearest the caster.

See *Chapter 18: Monsters* for more details about skeletons and zombies.

The animated undead will mindlessly obey the commands of the caster, and there is no limit to the total number of undead that the caster can create and control using multiple castings of this spell.

The zombies and skeletons created by this spell can be turned or destroyed normally. Unless the caster of this spell is an Immortal, they are also vulnerable the *Dispel Magic* spell.

Animate Objects

Cleric 6, Druid 6
Target: One or more objects
Range: 60'
Duration: 1 hour

This spell will animate a number of non-magical objects, giving them the capability of movement and causing them to mindlessly obey the caster's commands, including being made to attack opponents. Each casting of the spell will animate one large object (such as a bed or tree), two medium objects (such as a table or chest), four small objects (such as chairs), or eight tiny objects (such as candlesticks). Two objects of a size smaller can be substitutes for one object of any given size—for example a single casting can animate a medium table, two small chairs and four tiny candlesticks.

This spell can be used to animate normally static plants, even if they are alive; but cannot be used to animate or control the movement of normally mobile creatures unless they are dead.

A dead body animated by this spell is not undead and uses the statistics of an animated object of the appropriate size and not those of a zombie.

See *Chapter 18: Monsters* for details and abilities of animated objects of different sizes.

Anti-Animal Shell

Druid 6
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell prevents any animals from coming within 1" of the caster's body, and therefore prevents them from physically attacking the caster. This protection also prevents the caster from physically attacking animals for the duration.

Since the protection is only against the animals themselves, it does not prevent such things as animals throwing things at the caster or spitting at the caster. Similarly, it does not prevent the caster from using missile weapons or spells against animals—unless those spells have a touch range.

Anti-Magic Shell

Magic-User 6, Elf 6
Target: Caster
Range: Personal
Duration: 2 hours

When this spell is cast, it creates an invisible shell around the caster that prevents the passage of magic in either direction. For the duration of the spell, the caster can not be affected by any spell or other magical effect except those that they cast themselves; but also cannot affect anything other than themselves with their magic; since magic cannot pass through the shell in either direction.

The shell cannot be bypassed by any other magic except a *wish* spell, which can be used to destroy it.

The caster can cancel the shell at any time before the duration has expired, but if they do so then they can't put it back without casting this spell again.

Anti-Plant Shell

Druid 5
Target: Caster
Range: Personal
Duration: 1 rnd/level

This spell prevents any plants from coming within 1" of the caster's body, and therefore prevents plant-like monsters from physically attacking the caster. This protection also prevents the caster from physically attacking plants or plant-like monsters for the duration.

Since the protection is only against the plants themselves, it does not prevent such things as plants shooting spores at the caster. Similarly, it does not prevent the caster from using missile weapons or spells against plants—unless those spells have a touch range.

While using this spell, the caster can push their way through thorny and tangled undergrowth without danger, leaving a trail that others can follow.

Barrier (R)

Cleric 6, Druid 6
Target: 15' radius ring
Range: 60'
Duration: 2 hours

When this spell is cast, a ring shaped wall of spinning and whirling hammers appears up to 15' in radius and up to 30' tall.

The barrier must be created where there is room for it—it cannot be created on top of creatures or objects. Once it is in place, any creature passing through it takes 7d10 damage from the hammers.

Reverse: *Remove Barrier* will destroy the effect created by any one of the following spells: *Barrier*, *Clothform*, *Wall of Ice*, *Wall of Fire*, *Wall of Stone*, *Woodform*.

Bless (R)

Cleric 2, Druid 2, Shaman 2
Target: All allies in a 20' radius
Range: 60'
Duration: 1 hour

When this spell is cast, all friendly creatures in the area of effect gain a +1 bonus to attack, damage, and morale rolls for the duration, providing they are not already engaged in combat.

Reverse: *Blight* gives each enemy in the area a –1 penalty to attack, damage and morale rolls for the duration providing they are not already in combat. Each of these enemies may make a saving throw *vs Spells* to avoid the effect.

Call Lightning

Druid 3
Target: One or more 10' radius bolts
Range: 360'
Duration: 10 mins/level

This spell can only be used outside when there is stormy weather. Once per 10 minutes (60 rounds) the caster may direct the storm to strike the area of their choosing (within range) with lightning. All creatures within 10' of the strike take 8d6 points of electrical damage, but can make a saving throw *vs Spells* to take half damage.

Charm Monster

Magic-User 4, Elf 4, Sorcerer 4
Target: One or more creatures
Range: 120'
Duration: Special

When this spell is cast, one or more creatures will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

This spell works on any living creature, but not on undead or non-living creatures such as golems.

If cast on creatures with 3 hit dice or fewer, it will affect 3d6 targets, otherwise it will affect only a single target. In either case, all targets get a saving throw *vs Spells* to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's intelligence:

0 Int = Save every 120 days
1 Int = Save every 90 days
2 Int = Save every 60 days
3 Int = Save every 45 days
4-5 Int = Save every 30 days
6-8 Int = Save every 15 days
9-12 Int = Save every 7 days
13-15 Int = Save every 3 days
16-17 Int = Save every 24 hours
18 Int = Save every 8 hours
19 Int = Save every 3 hours
20 Int = Save every hour
21-29 Int = Save every 10 minutes
30+ Int = Save every round

If the caster behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

If an Immortal is charmed using this spell, they may make a save every 10 minutes even if they have less than 21 Int.

Charm Person

Magic-User 1, Elf 1
Target: One or more humanoids
Range: 120'
Duration: Special

When this spell is cast, one humanoid creature will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

This spell works on any living humanoid, but not on undead or non-living creatures such as golems and not on non-humanoid creatures. The target gets a saving throw *vs Spells* to avoid the effect.

If the caster behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

If the target fails its saving throw, then they get another one periodically to throw off the charm effect. The frequency of the saving throw is based on the target's intelligence:

0 Int = Save every 120 days
1 Int = Save every 90 days
2 Int = Save every 60 days
3 Int = Save every 45 days
4-5 Int = Save every 30 days
6-8 Int = Save every 15 days
9-12 Int = Save every 7 days
13-15 Int = Save every 3 days
16-17 Int = Save every 24 hours
18 Int = Save every 8 hours
19 Int = Save every 3 hours
20 Int = Save every hour
21-29 Int = Save every 10 minutes
30+ Int = Save every round

If an Immortal is charmed using this spell, they may make a save every 10 minutes even if they have less than 21 Int.

Charm Plant

Magic-User 7, Elf 7
Target: One or more plants
Range: 120'
Duration: Special

When this spell is cast, one plant or plant-like creature will imagine the caster to be their best friend, and treat them accordingly. In the case of plant-like creatures, it does not make them fanatically loyal and will not make them attack their other friends.

This spell will affect one tree or plant-like creature, six medium sized bushes, or 24 smaller plants. If the target is a plant-like creature such as a treant, it gets a saving throw *vs Spells* to avoid the effect. Normal plants get no save.

Normal plants affected by this spell will understand the commands of the caster and mindlessly carry them out, such as entangling or attacking creatures that come near them.

On normal plants, the effect lasts for 6 months.

If an intelligent plant-like target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the target's intelligence:

0 Int = Save every 120 days
1 Int = Save every 90 days
2 Int = Save every 60 days
3 Int = Save every 45 days
4-5 Int = Save every 30 days
6-8 Int = Save every 15 days
9-12 Int = Save every 7 days
13-15 Int = Save every 3 days
16-17 Int = Save every 24 hours
18 Int = Save every 8 hours
19 Int = Save every 3 hours
20 Int = Save every hour
21-29 Int = Save every 10 minutes
30+ Int = Save every round

If the caster behaves in an overtly hostile manner to a charmed plant-like creature, such as attacking it or ordering others to attack it, then the charm is broken.

Clairvoyance

Magic-User 3, Elf 3, Sorcerer 3
Target: One creature at a time
Range: 60'
Duration: 2 hours

This spell allows the caster to see through the eyes of any one creature within range. Once the spell is cast, it takes 10 minutes to start seeing through the eyes of a creature, but then once the connection is established, the caster can change to a different creature (within range of the caster and within sight of the current creature) instantly. The caster can keep changing creatures until the spell duration runs out.

The creatures affected by this spell do not get a saving throw and are not aware that they are affected by it. The sight is temporarily blocked if the creature goes out of range or there is more than two feet or rock (or a thin coating of lead) between the creature and the caster.

Clone

Magic-User 8, Elf 8
Target: One creature
Range: 10'
Duration: Permanent

This spell is cast on a piece of flesh that has been taken from a single living or dead creature (but not a non-living or undead one).

The caster must place the flesh in a vat of alchemical reagents and let it slowly grow into a copy of the original creature.

The difficulty (and effect) of making a clone depends on the type of creature cloned.

Human or Demi-Human: The process takes a week per level of the target, and each such week costs 5,000gp in reagents and components. The piece of flesh used must be at least one pound in weight.

When the clone is fully grown, it wakes up and has the memories, personality and abilities (including level) that the original had *at the time the flesh was taken.* Note that if the target is alive then they will have gained more memories—and possibly more experience—since that time. The clone will not have these.

If the original is still alive when the clone wakes up (or if the original is raised from the dead after this time) and is on the same plane (and within the same celestial sphere, if on the prime material plane) as the clone, a mind link is immediately established between the two of them. They are both aware of each others' existence and emotions. Further, any damage taken by one of them is also taken by the other, although the other can make a saving throw *vs Spells* to only take half damage.

The clone will also immediately become obsessed with destroying their original, even at the cost of their own life. This mind link remains even if the original and clone are separated onto different planes or celestial spheres, but if either one dies then it will be cancelled. The clone cannot be raised or reincarnated, but if the original was the one that died then raising or resurrecting them will cause the mind-link to re-establish itself.

After the pair have been mind-linked for a number of days equal to the level of the caster of the clone spell, and both are still alive, the clone will become completely insane. The original will permanently lose a point of intelligence and a point of wisdom when this happens, and has a 5% chance (not cumulative) per day of also going insane. Once both are insane, they will both die a week later. The clone cannot be raised or reincarnated, and the original can only be raised by a *wish* spell.

A human or demi-human can only have one clone at a time. Any attempt to make a second clone will fail. However, if the original is dead, the clone is effectively an independent being, and can be cloned (or raised) itself. Should the original be raised, all clones will be mind-linked as above.

If a clone is made of the preserved flesh of a person who has become an Immortal, it will retain the personality that the Immortal had during their mortal life, but not their abilities or memories. Instead it will be a 1st level character of the Immortal's old class with no memories (and no knowledge that they are connected with the Immortal in any way).

Other Creatures: If the clone is made from another living creature other than a human or demi-human, the process takes a week per hit die of the target, and each such week costs 500gp in reagents and components. The piece of flesh used must be at least one percent of the weight of the original creature.

Once the clone wakes up, it will unfailingly obey the commands of its creator, and the caster can mentally command the clone when within 10' of it.

The clone will begin with only 50% of the physical abilities (hit points, damage caused by attacks, strength, size) of the original creature, and will have a 50% chance to possess each special ability (except spell like abilities) that the original creature possessed.

Each week after waking, the clone continues to grow. The physical abilities of the clone increase by a further 5%, and it can re-roll for any special abilities (including spell like abilities) that it has not yet acquired, until 8 weeks have passed (at which time it will have 90% of the physical attributes of the original and will have had 8 chances to re-roll for special abilities). At this point it stops growing.

The clone does not have any special connection to the original creature, although it does count as an enchanted creature for purposes of *Protection From Evil* and *Dispel Evil* spells, and can be destroyed by a *Dispel Magic* spell (with normal chances of failure against the clone spell).

Clothform

Magic-User 4, Elf 4
Target: None
Range: Touch
Damage: Instant

When this spell is cast, it creates a single piece of un-worked and un-dyed linen up to 30'x30' in size.

If the caster makes a *Dexterity Check* (with an appropriate craft skill) then the cloth can be created in a more finished form, such as with seams or twisted into 60' of rope. The Game Master must decide on any penalties to the caster's effective dexterity based on the complexity of what is desired.

The cloth is non-magical once created, and cannot be dispelled.

If the caster chooses to leave one or more ends of the cloth unfinished, with loose thread hanging from it, then a second casting of this spell can add to the existing cloth at that edge rather than creating a separate piece.

The cloth comes out of the caster's hands when created and falls in a heap on the floor. The caster cannot use this spell to create cloth over targets' heads or create cloth attached to (or tying) anything.

Cloudkill

Magic-User 5, Elf 5, Sorcerer 5
Target: 15' radius
Range: 1'
Duration: 1 hour

This spell creates a 15' radius and 20' tall cloud of poisonous gas, the closest edge of which must be within 1' of the caster. The gas is dense enough to be visible, but does not block sight. If cast within an enclosed space, the cloud may be smaller than the dimensions above. It will not expand to fill the same volume.

The cloud moves in a straight line away from the caster at a rate of 20’ per round, although it is also affected by winds. It is heavier than air, so will sink through holes or into pits, and will go around rather than over obstacles. If the cloud moves into thick vegetation it will dissipate.

The poisonous nature of the cloud means that all living (but not undead or non-living) creatures within it take 1 point of damage per round. Living creatures with fewer than 5 hit dice must also make a saving throw *vs Poison* each round or be killed.

Commune

Cleric 5, Druid 5
Target: Caster
Range: Personal
Duration: 30 minutes

This spell can be cast only once per week. The caster uses it to ask three questions of their patron Immortal that can be answered with a “yes” or a “no”. The Immortal will answer these questions to the best of their ability, which will almost always be sufficient to answer correctly. The Immortal may lie if they have a reason to mislead the caster, and on very rare occasions may be forced to answer “unknown”.

If the Immortal is more than 10 planar boundaries away from the caster, or is in a different Celestial Sphere, this spell will fail to contact them.

If this spell is cast on one particular day of the year (which will vary from religion to religion), the caster will get to ask 6 questions instead of the usual 3.

When cast by an Immortal, this spell allows a full telepathic conversation with another Immortal of their choice (providing that Immortal is no more than 10 planes away and is in the same Celestial Sphere) rather than just a limited number of yes/no questions

Confusion

Magic-User 4, Elf 4
Target: 3d6 creatures in a 30’ radius
Range: 120’
Duration: 12 rounds

When this spell is cast, 3d6 creatures within 30’ of the target point of the spell, starting with the closest, will be both confused and enraged, wishing to lash out at enemies but being unable to determine who those enemies are. Creatures with 2 hit dice or fewer will be automatically affected, but creatures with more than 2 hit dice may make a saving throw *vs Spells* each round to shake off the effect. Creatures who leave the area automatically shake off the effect, and new creatures who enter the area are unaffected.

Confused creatures must roll 2d6 each round to see how they are affected:

2-5—Attack the caster’s party
6-8—Do nothing but shout and scream
9-12—Attack the creature’s own party

Conjure Elemental

Magic-User 5, Elf 5
Target: None
Range: 240’
Duration: Concentration

When this spell is cast, a 16 hit dice Elemental (see *Chapter 18: Monsters* for statistics) will appear within 240’ of the caster. If this spell is cast more than once during the same day, a different type of elemental must be summoned each time.

While the caster controls the elemental, they can make it do anything it is capable of doing, including fighting to the death on the caster’s behalf. The caster can also send the controlled elemental home.

The caster must concentrate to keep controlling the elemental, and cannot fight or cast other spells or move at more than half normal speed. If the caster’s concentration is broken, either because they did one of those things or they take damage, then the control is broken.

Once the control is broken, it can not be re-established. The elemental will try to kill the caster who summoned it, but will not commit suicide doing so. If it looks to be a hopeless fight the elemental will flee instead.

A summoned elemental is blocked by a *Protection From Evil*, and can be sent home by a *Dispel Magic* or a *Dispel Evil*.

Contact Outer Plane

Magic-User 5, Elf 5
Target: Caster
Range: Personal
Duration: Special

This spell contacts an Immortal or other powerful entity on another plane and asks it questions. It can only be cast once per month. It is a risky procedure, since the Immortal is under no obligation to the caster and may not appreciate being disturbed. The caster may not get accurate answers and may be driven insane by the mental contact.

The caster must choose which plane to direct their questions to—further planes allow more questions but also increase the chance of insanity, as shown in *Table 7-6*. The chance of insanity must be checked first before any questions are asked.

Table 7-6: Contact Outer Plane

Distance / Number of Questions	Chance Of...		
	Correct	False	Insanity
1/3	25%	75%	5%
2/4	30%	70%	10%
3/5	35%	65%	15%
4/6	40%	60%	20%
5/7	50%	50%	25%
6/8	60%	40%	30%
7/9	70%	30%	35%
8/10	80%	20%	40%
9/11	90%	10%	45%
10/12	95%	5%	50%

For each level of the caster above level 20, the chance of insanity is reduced by 5%. If the caster is driven insane, no questions are answered and in will take a number of weeks equal to the number of questions asked for them to recover.

If the caster is not driven insane, they may ask a number of questions equal to the distance to the plane contacted plus two, with the listed chance of each question being answered correctly. Incorrect answers may be because the Immortal does not know the answer, or may be simply because the Immortal is unhappy about being contacted and is lying to the caster.

When cast by an Immortal, this spell allows a full telepathic conversation with another Immortal of their choice (providing that Immortal is no more than 10 planes away and is in the same Celestial Sphere) rather than just a limited number of questions, and the caster has no chance of going insane.

Contingency

Magic-User 9, Elf 9
Target: One creature, object or place
Range: Touch
Duration: Special

When this spell is cast, the caster also casts a second spell at the same time. The second spell must be 4th level or lower, and must not be a spell that causes damage.

The second spell does not go off immediately. Instead, the caster describes a situation upon which the second spell will activate, and the spell remains dormant until that time. If the contingent spell has parameters that need to be decided at the time of casting, they must be decided at the time the contingency is set.

When the situation comes about, the spell triggers automatically and immediately. This may interrupt the action that caused the contingency to apply.

Example: Aloysius casts a contingency on himself with a Dimension Door spell setting the following condition: "If I am about to be dealt a blow that would knock me unconscious, Dimension Door me one hundred feet to the left of my position, or to the nearest open space to that point."

Some weeks later he is bitten by a large dragon. The Game Master rolls the damage for the attack, and it would knock him unconscious. The contingency kicks in and he is teleported away before taking the damage.

A contingency will last until discharged, and each creature or object can only have a single contingency active on it at any time. Casting a second contingency dissipates the first. A waiting contingency cannot be dispelled, but if the contingent spell has a duration it can be dispelled normally once it has activated.

Continual Light (R)

Cleric 3, Druid 3, Shaman 3, Magic-User 2, Elf 2, Sorcerer 2
Target: 30' radius
Range: 120'
Duration: Permanent

When this spell is cast, the area within 30' of the target point is lit with light as bright as daylight on an overcast day.

This area will continue to be lit until it is dispelled.

The caster can choose to either cast this spell in a location, in which case it will stay in that location, or cast it on an object—in which case it will move as the object moves.

This spell creates *ambient* light throughout the area, not a light source in the centre of the area. There are no shadows in the area covered by this spell, and covering the object that the spell is centred on will not block out the light. However, any amount of lead or 6" of stone will block the area.

If this spell is cast on a creature's eyes, that creature must make a saving throw *vs Spells* or be blinded until the spell is cancelled.

See *Chapter 9: Dungeon Delving* for details about how different types of natural and magical light and darkness interact.

Reverse: *Continual Darkness* causes the area within 30' of the target point to be absolutely dark, with not even the heat vision of some demi-humans or the dark vision of some monsters able to penetrate it.

This spell creates *ambient* darkness rather than darkness radiated from a centre point, so covering the object that the spell was cast on will not block the darkness. However, any amount of lead or 6" of stone will block the area.

If this spell is cast on a creature's eyes, that creature must make a saving throw *vs Spells* or be blinded until the spell is cancelled.

See *Chapter 9: Dungeon Delving* for details about how different types of natural and magical light and darkness interact.

Control Temperature 10' Radius

Druid 4
Target: 10' radius
Range: Personal
Duration: 10 mins/level

This spell allows the caster to alter the air temperature within 10' of themselves. The spell will protect the caster and all around them from hot or cold environments, but will not protect them from fire sources or hot or cold items.

The caster can change the ambient temperature by concentrating for a round, and can vary that temperature from –5 to 40 degrees Celsius (23 to 104 Fahrenheit).

Control Winds

Druid 5
Target: 10' radius/level
Range: Personal
Duration: 10 mins/level
Effect: Increases or decreases wind

This spell lets the caster completely control the speed and direction of wind within the area, from dead calm to gale force.

Changing the wind is slow and it can take up to 10 minutes to change from one extreme to another.

If cast at an air elemental or other creature made of air, the creature can resist the spell by making a saving throw *vs Spells*. If this saving throw fails, the caster can completely control the creature for the duration of the spell—or even choose to kill it outright.

Create Air

Magic-User 3, Elf 3
Target: 8,000 cubic feet or one creature or object
Range: Touch
Duration: 1 hour/level

This spell can be cast in a static area of up to 8,000 cubic feet (20'x20'x20' or the equivalent) in order to fill that area with breathable air for the duration.

It can also be cast on an enclosed object, from a small one such as a helmet to one as large as 20'x20'x20' such as the interior of a ship's hold in order to fill that object with constantly refreshing air for the duration even if the object moves around. If the object is not airtight then the air will constantly leak out and be replaced.

Finally, it can be cast on a creature to surround the creature in a thin skin-like bubble of breathable air for the duration, even if the creature moves. In this case, a creature that flies using wings can use that air around it to fly even if there is no other air, so it can fly through an airless void or even the luminiferous aether. This bubble will maintain its integrity underwater or in a such a void.

In any of these cases, although the spell provides air where there may be none, it doesn't stop poison from mixing with that air—so it provides no protection from *Cloudkill* spells or the poisonous breath of some monsters.

Create Any Monster

Magic-User 9, Elf 9
Target: None
Range: 90'
Duration: 30 minutes

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

Monsters created by this spell are considered to be enchanted for purposes of the *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell* spells, and they can be dispelled by a *Dispel Magic* with normal chances of success.

This spell can also be used to create a construct. See *Chapter 18: Monsters* for details of different types of construct and *Chapter 21: Game Master Advice* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct cannot be destroyed by a *Dispel Magic*, although it is still affected by *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell*.

Create Food

Cleric 5, Druid 5, Shaman 5
Target: None
Range: 10'
Duration: Permanent

Each time this spell is cast, it creates enough food to feed up to 36 humans or demi-humans. If mounts such as horses are fed using this spell, each one eats food equivalent to 2 humans.

For every caster level above 10, 36 extra people can be fed by this spell, although the caster can produce less food if desired.

The food created by this spell is similar to a bland and almost tasteless porridge, but is highly nutritious. However, it will spoil after 24 hours.

Create Magical Monsters

Magic-User 8, Elf 8
Target: None
Range: 60'
Duration: 20 minutes

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature that has up to two special abilities (up to two asterisks on its hit-dice) can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

Monsters created by this spell are considered to be enchanted for purposes of the *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell* spells, and they can be dispelled by a *Dispel Magic* with normal chances of success.

This spell can also be used to create a construct with up to two special abilities (up to two asterisks on its hit-dice). See *Chapter 18: Monsters* for details of different types of construct and *Chapter 21: Game Master Advice* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct cannot be destroyed by a *Dispel Magic*, although it is still affected by *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell*.

If this spell is cast by an Immortal, the caster may choose to let the monsters remain in existence after the spell runs out, although if they do so the monsters will no longer be under their control.

Create Normal Animals

Cleric 6, Druid 6
Range: 30'
Duration: 2 hours
Effect: Creates one or more animals

This spell causes animals to temporarily appear and obey the caster's commands for the duration, before disappearing.

The spell will create one large animal (rhinoceros, elephant, etc.), three medium sized animals (tiger, bear, horse, etc.), or six small animals (wolf, cat, monkey, etc.) and the creatures will be typical for their species. The caster can decide on the number and size of creature that they wish to create, but not on the actual species. Only one species of animal will appear per casting, and the animals will be typical for their species.

Animals created by this spell are considered to be enchanted for purposes of the *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell* spells, and they can be dispelled by a *Dispel Magic* with normal chances of success.

If this spell is cast by an Immortal, the caster may choose to let the animals remain in existence after the spell runs out, although if they do so the animals will no longer be under their control.

Create Normal Monsters

Magic-User 7, Elf 7
Range: 30'
Duration: 10 minutes
Effect: Creates one or more creatures

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature that has no special abilities (no asterisks on its hit-dice) can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

Monsters created by this spell are considered to be enchanted for purposes of the *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell* spells, and they can be dispelled by a *Dispel Magic* with normal chances of success.

This spell can also be used to create a construct with no special abilities (no asterisks on its hit-dice). See *Chapter 18: Monsters* for details of different types of construct and *Chapter 21: Game Master Advice* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct cannot be destroyed by a *Dispel Magic*, although it is still affected by *Protection From Evil*, *Dispel Evil* and *Anti-Magic Shell*.

If this spell is cast by an Immortal, the caster may choose to let the monsters remain in existence after the spell runs out, although if they do so the monsters will no longer be under their control.

Create Water

Cleric 4, Druid 4
Range: 10'
Duration: 1 hour
Effect: Creates a magical spring or fountain

When this spell is cast, a magical spring will appear from the ground or a wall and flow for an hour.

The spring will provide enough water for 36 humans or demi-humans (50 gallons or enough water to fill a 10'x10'x2' pool) before drying up. If mounts such as horses are being watered, each one will take the same water as 2 humans. For each level of the caster above 8th, enough water for an additional 36 humans will flow through.

The caster can stop the spring at any time before the duration has expired, although this will not make the existing water disappear.

Creeping Doom

Druid 7
Range: 120'
Duration: 1 rnd/level
Effect: Creates a swarm of insects

This spell summons a swarm of hundreds of thousands of crawling insects and spiders. The swarm can vary from having a 10' radius to a 30' radius, and the caster can move the swarm up to 20' per round and also alter the radius on a round by round basis.

The swarm is initially capable of doing 1,000 points of damage per round, which must be split as evenly as possible between all creatures in the area of the swarm; although no individual creature can be dealt more than 100 damage, so if there are fewer than 10 creatures in the area then some of the potential damage will be wasted. The insects *cannot* damage creatures that can be hit only by magical weapons.

Normal attacks will slay many dozens of insects, with each point of damage reducing the damage potential of the swarm on a 1-for-1 basis, so if an attack deals 50 damage then the swarm will only be capable of doing 950 points of damage from then on. Area effect attacks, such as a *Fireball* spell, do double damage against the swarm.

A *Protection From Evil* spell won't keep the insects out, but a *Dispel Magic* will work against the swarm with normal chances of success.

Cure Blindness

Cleric 3, Druid 3, Shaman 3
Range: Touch
Duration: Permanent
Effect: Cures one creature

This spell cures both mundane blindness and magical blindness caused by *Light* and *Darkness* spells (and their *Continual* versions). The only form of blindness it will not normally cure is that caused by a *Curse*. This spell can only cure blindness caused by a *Curse* when it is cast by an Immortal.

Cure Critical Wounds (R)

Cleric 5, Druid 5, Shaman 5
Range: Touch
Duration: Permanent
Effect: Cures one creature

This spell cures one living (not undead or non-living) creature of 3d6+3 points of damage. The caster can cure themselves with this spell.

Reverse: *Cause Critical Wounds* inflicts 3d6+3 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Cure Disease (R)

Cleric 3, Druid 3, Shaman 3
Range: 30'
Duration: Permanent
Effect: Cures one creature

This spell will cure any living (not undead or non-living) creature of a single disease. It will cure any mundane disease, and will even cure magical diseases such as Mummy Rot and kill disease-like monsters such as Green Slime.

This spell will only cure lycanthropy if cast by a caster of 11th level or higher.

Reverse: *Cause Disease* causes the target to contract a non-contagious disease that gives them a –2 to attack rolls, stops magical healing working on them, and causes natural healing to take twice as long. The target may make a saving throw *vs Spells* to avoid the effect.

This magical disease can only be cured by a *Cure Disease* spell, and if not cured it will prove fatal in 2d12 days.

Cure Light Wounds (R)

Cleric 1, Druid 1, Shaman 1
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures one living (not undead or non-living) creature of 1d6+1 points of damage. The caster can cure themselves with this spell.

Alternately, the spell can be used to cure paralysis (except that caused by a *Hold Person* or *Hold Monster* spell), although if it does so then no damage will be cured at the same time.

Reverse: *Cause Light Wounds* inflicts 1d6+1 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Cure Serious Wounds (R)

Cleric 4, Druid 4, Shaman 4
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures one living (not undead or non-living) creature of 2d6+2 points of damage. The caster can cure themselves with this spell.

Reverse: *Cause Serious Wounds* inflicts 2d6+2 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Cureall

Cleric 6, Druid 6, Shaman 6, Magic-User 9, Elf 9
Target: One living creature
Range: Touch
Duration: Permanent

This spell will cure nearly all damage from a living (not undead or non-living) target, leaving them with only 1d6 damage—although if the target is already healthier than that it won't damage them.

Alternatively, the spell can be used as a *Remove Curse*, *Cure Disease* or *Cure Blindness* spell, or it can be used to cure a *Feeblemind* spell. However, it will only cure one thing per casting.

If cast on someone who has recently been brought back to life by a *Raise Dead* spell, it will eliminate the rest period and bring the target back to full strength immediately.

Dance

Magic-User 8, Elf 8
Target: One creature
Range: Touch
Duration: Special

When this spell is cast, the caster must touch a single target by making a successful attack roll. The target gets no saving throw, and is forced to dance wildly for three or more rounds.

While dancing, the target is unable to attack, move quicker than a walk, or use spells or spell like abilities. The target also has a –4 penalty to all saving throws and a +4 penalty to armour class until they stop dancing.

The duration of the spell is based on the caster's level:

18th-20th = 3 rounds
21st-24th = 4 rounds
25th-28th = 5 rounds
29th-32nd = 6 rounds
33rd-36th = 7 rounds

An Immortal target of this spell may make a saving throw each round to stop dancing.

Death Spell

Magic-User 6, Elf 6, Sorcerer 6
Target: One or more creatures in a 30' radius
Range: 240'
Duration: Instant

This spell sucks the life out of all creatures within a 30' radius of the target point of the spell.

Roll 4d8 to see how many hit dice worth of creatures are slain by the effect.

Go through all the living (not undead or non-living) creatures in the area with fewer than 8 hit dice or levels, starting with the weakest. If there are enough hit dice left from the roll, that creature is slain unless they can make a saving throw *vs Death Ray* and their hit dice are taken from the running total (whether they make or fail the save). Once there are no more creatures left with fewer (or equal) hit dice to the number of hit dice left over, the spell stops.

Example: Aloysius casts a Death Spell at a mixed bunch of opponents. There are ten goblins with one hit die each, three wolves with 2 hit dice each, and a giant with 9 hit dice along with his 5 hit dice hellhound pet.

Aloysius's player rolls 4d8 and gets a total of 19. The ten goblins are the weakest creatures, so they are all affected, taking 1 hit dice each from the total (even though two of them make their saving throws and survive) leaving 9 left. The three wolves take 2 hit dice from the total each, leaving 3 more left. This is not enough to kill the 5 hit dice hellhound, so it is left alive. The giant is unharmed since even if there were no other creatures, it has 8 or more hit dice and is too powerful for the spell to kill.

Creatures with no hit points (vermin, insects, small plants, etc.) are instantly slain with no saving throw, and do not count towards this total.

Delayed Blast Fireball

Magic-User 7, Elf 7
Target: 20' radius
Range: 240'
Duration: 0-60 rounds

When this spell is cast, the caster chooses a length of delay, from 0 to 60 rounds. A small ruby-like gem then shoots out to the target location, waits for the specified number of rounds, and explodes into a ball of fire that does 1d6 points of damage per caster level (to a maximum of 20d6 unless the caster is an Immortal) to all within a 20' radius. Creatures within that radius can make a saving throw *vs Spells* to take half damage.

During the time between the casting of this spell and the explosion, the gem can be moved by normal means (carried, thrown, dropped, etc.) but it is immune to all magical attempts to move it (*Teleport*, *Telekinesis*, etc.)

Nothing can delay the gem's explosion at the appointed time or make it explode before its time is up except a *Wish* spell. However, a *Dispel Magic* has normal chances to destroy the gem and thus prevent the explosion.

Detect Danger

Druid 1
Target: 5'/level
Range: Personal
Duration: 1 hour or 1/2 hour

This spell allows the caster to detect the presence of danger. If cast outdoors, it lasts for an hour, but if cast indoors then it only lasts for half an hour.

During that time, the caster can concentrate on a square foot of ground or wall, human-sized creature, or a chest sized object for a full round and know whether it is immediately dangerous, potentially dangerous, or benign (from the caster's point of view).

Objects larger than those mentioned above can be examined, but will take correspondingly more time.

Detect Evil

Cleric 1, Druid 1, Magic-User 2, Elf 2, Sorcerer 2
Target: 120' radius
Range: Personal
Duration: 1 hour
Effect: Reveals hostile intent

This spell allows the caster to see a glow around any creature or intelligent object within range that wishes them harm. The caster does not know exactly what harm the creature is intending or what they are capable of, merely that the intent is there.

Detect Invisible

Magic-User 2, Elf 2, Sorcerer 2
Target: 10' radius/level
Range: Personal
Duration: 1 hour

This spell allows the caster to see all invisible creatures and objects within range. Invisible creatures do not get a saving throw against this effect.

Detect Magic

Cleric 1, Druid 1, Shaman 1, Magic-User 1, Elf 1, Sorcerer 1
Target: 60' radius
Range: Personal
Duration: 20 minutes

This spell allows the caster to see a glow around any magical creature, object and place within range. Magical creatures do not get a saving throw against this effect.

The glow only extends a couple of inches around the magical object, so if it is in a container or behind another object then some or all of the glow may not be visible.

Dimension Door

Magic-User 4, Elf 4
Target: one creature
Range: 10'
Duration: Instant

This spell will teleport either the caster or a single creature within 10' a distance of up to 360' from its current location. If the caster cannot see the destination then it must be described in terms of direction and distance.

If the destination is occupied by solid matter, the spell fails and the target does not move.

An unwilling target may make a saving throw *vs Spells* to avoid being teleported by the spell.

Disintegrate

Magic-User 6, Elf 6
Target: One creature or object
Range: 60'
Duration: Instant

This spell destroys a single creature or a single non-magical object, leaving only a trace of fine silvery dust. If targeted on a creature, that creature may make a saving throw *vs Death Ray* to avoid the effect.

Dispel Evil

Cleric 5, Druid 5, Shaman 5
Target: One or more creatures
Range: 30'
Duration: 10 minutes

When cast, the caster can choose to make this spell affects any enchanted, summoned, controlled, animated, charmed or cursed creatures within range, or target it at a single such creature or object.

Each targeted creature must make a saving throw *vs Spells* (if a single creature is targeted it saves at –2) or take the following effect:

Animated: Creature is no longer animated.

Summoned: Creature is banished to where it was summoned from.

Cursed: The curse is removed from the creature.

Charmed: The charm is removed from the creature.

Controlled: The control is removed from the creature.

Even if the creature makes its saving throw, it must still flee for the duration of the spell. If the caster moves before the duration is up, the spell is ended early.

In the case of objects, the spell will remove any curse from the object, but only if the object is specifically targeted by the spell.

Dispel Magic

Cleric 4, Druid 4, Shaman 4, Magic-User 3, Elf 3, Sorcerer 3
Target: All spells in 10’ radius
Range: 120’
Duration: Permanent

When this spell is cast, it has a chance of cancelling all ongoing spell effects that are wholly or partly within a 10’ radius of the target point of the spell.

Spells cast by casters of equal or lower level to the caster of the dispel are automatically cancelled. Spells cast by higher level casters have a 5% chance per level of difference of resisting the dispel.

Example: Elfstar casts Dispel Magic on a Barrier spell cast by a 15th level cleric. Elfstar is only 12th level which is three levels difference, so there is a 15% chance of the Barrier spell resisting the dispel.

This spell will not destroy magic items unless cast by an Immortal, although it will cancel spell effects that were created by magic items. Even if cast by an Immortal, this spell will not destroy an artefact.

For purposes of this spell, Immortals are considered to be casters of twice their *Hit Dice*, rather than casters of their level. For example, a first level Immortal with 15 hit dice dispels other spells as if they were a 30th level caster, and has their spells dispelled as if they were a 30th level caster.

Dissolve (R)

Druid 5, Magic-User 5, Elf 5, Sorcerer 5
Target: 3,000 square feet of ground
Range: 240’
Duration: 3d6 days

This spell turns an area of up to 3,000 square feet of soil or natural rock (not constructions or worked rock) into a slurry of mud. The area can be shaped how the caster desires, but all of it must be within the range of the spell.

The mud is too thin to walk on properly and too thick to swim through. Creatures attempting to wade through it can only move at 10% of their normal speed.

The mud will dry out naturally in 3d6 days.

Reverse: *Harden* will change 3,000 square feet of mud, up to 10’ deep, into solid rock permanently.

Any creature standing in the mud must make a saving throw *vs Spells* to avoid being trapped by the solidifying mud.

Earthquake

Cleric 7, Druid 7
Target: 60’+5’/level diameter
Range: 360’
Duration: 10 minutes

This spell causes a powerful but localised earthquake. It will destroy small buildings and damage large ones, and may cause rockslides.

Each creature in the area has a 1 in 6 chance of being in danger of being engulfed in a crack in the ground. The creature must make a saving throw *vs Death Ray* in order to stop themselves falling in and being crushed for 1d100+100 damage per round.

Entangle

Magic-User 2, Elf 2
Target: One rope or vine
Range: 30’
Duration: 1 rnd/level

This spell animates a single rope or vine that can be up to 50’ long plus 5’ per level of the caster.

The rope cannot be ordered to attack, but it can be ordered to loop or tie around something, to knot or unknot itself, or to neatly coil up.

Using a combination of these commands, the rope can be used for climbing or for capturing enemies. The rope cannot stretch itself out, it can only grasp things within 1’ of it—so it must be thrown by hand at the thing it is commanded to loop or tie around.

If the rope is thrown at a creature and commanded to tie it, the creature gets a saving throw *vs Spells* to avoid the rope.

ESP (R)

Magic-User 2, Elf 2
Target: One creature at a time
Range: 60’
Duration: 2 hours

This spell allows the caster to hear and understand the thoughts of any living creature within range, regardless of language. The caster must concentrate for six rounds. If there is more than one creature in the same direction, it takes the caster an additional six rounds to filter the thoughts of a single creature out of the cacophony.

The spell is blocked by two feet of stone or any thickness of lead, and each individual targeted can make a saving throw *vs Spells* to block out the ESP.

Reverse: *Mindmask* makes the caster or a touched creature immune to all forms of mind reading for the duration.

Explosive Cloud

Magic-User 8, Elf 8
Target: 15’ radius
Range: 1’
Duration: 1 hour

This spell creates a 15’ radius and 20’ tall cloud of poisonous gas, the closest edge of which must be within 1’ of the caster. The gas is dense enough to be visible, but does not block sight. If cast within an enclosed space, the cloud may be smaller than the dimensions above. It will not expand to fill the same volume.

From the outside, the cloud is indistinguishable from that created by a *Cloudkill* spell.

The cloud is poisonous, and each round all within it must make a saving throw *vs Spells* or be paralysed for that round. Additionally, the cloud contains sparkling lights visible only to those within it. These lights are small explosions that do 1 point of damage per two caster levels to each creature within the cloud. This damage will affect any creature, even those immune to fire, gas and poison, and there is no saving throw against it.

Faerie Fire

Druid 1
Target: One or more creatures
Range: 60’
Duration: 1 rnd/level

This spell causes one or more creatures or objects within the area to glow with flickering greenish flames as if on fire. The fire is bright enough to make the targets glow in the dark, but not bright enough to use as a light source.

The caster can outline one human sized target or the equivalent per 5 levels.

All attacks against outlined creatures gain a +2 bonus to hit.

Feeblemind

Magic-User 5, Elf 5
Target: One spell-using creature
Range: 240'
Duration: Permanent

This spell blasts the mind of the target, who must be a spell caster. The target must make a saving throw *vs Spells* (with a penalty of –4 to the roll unless the target is an Immortal) or be made helpless, unable to think clearly and unable to cast spells. The victim's intelligence is reduced to a score of 2.

The effect is permanent, although it can be removed by a *Dispel Magic* (with the normal chance of success) or by a *Cureall* spell.

Find The Path

Cleric 6, Druid 6, Shaman 6
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell mentally guides the caster to a specific place. The caster is subconsciously able to take the correct route, and even know the location of secret doors and know passwords. The caster is not conscious of any of this knowledge, however, and is therefore unable to remember it after the spell's duration runs out or communicate it to others.

Once the spell runs out, the caster will remember the vague direction to the goal, but that is all.

The spell must be used to direct the caster to a fixed location that the caster has either visited before or had described in detail. It can not be used to simply find the current location of an object. It will only find a path that does not involve crossing planar boundaries. If there is no such path, then the caster will know this after casting the spell.

Find Traps

Cleric 2, Druid 2
Target: 30' radius
Range: Personal
Duration: 20 minutes

This spell causes the caster to see a glow around any mechanical or magical traps that are within 30' of them.

It does not give any indication about the type of trap or the triggering mechanism, and cannot find natural hazards or ambushes.

Fireball

Magic-User 3, Elf 3, Sorcerer 3
Target: 20' radius
Range: 240'
Duration: Instant

This spell creates a small ball of flame that shoots out to the target point and then explodes into a 20' radius ball of fire.

The fire does 1d6 damage per caster level (to a maximum of 20d6, unless the caster is an Immortal) to each creature in the area. Creatures that make a saving throw *vs Spells* take only half damage.

Floating Disc

Magic-User 1, Elf 1
Target: None
Range: Personal
Duration: 1 hour

This spell creates a small flying platform of force, about the size and shape of a round shield. The platform is invisible to all but the caster and hovers at the height of the caster's waist. The platform follows the caster around, never getting more than 6' away from them.

The platform can support 500lbs of weight.

The platform has no edges and can not be used as a weapon in any way, since it has no physical existence other than to support weight.

Fly

Magic-User 3, Elf 3, Sorcerer 3
Target: One creature
Range: Touch
Duration: 10 mins/level+1d6x10 mins

This spell allows the target to fly at 120' per round by concentrating. If the target stops concentrating they will hover in place.

Force Field

Magic-User 8, Elf 8
Target: None
Range: 120'
Duration: 1 hour

This spell creates an impossibly hard field of force that cannot be dispelled and can only be broken by a *Disintegrate* or *Wish* spell.

The force field must be a simple smooth shape—either a flat plane of up to 5,000 square feet, a sphere or hemisphere of up to 20' radius, or a rectangular box with a surface area of up to 5,000 square feet. Regardless of shape, it must always be created in an empty area. It can not be created inside any object or creature to cut them in half.

However, the edges of the force field will conform to the shape of surrounding material such as walls.

The force field does not need to be supported, its edges are not sharp, and it is completely immobile—only a *Wish* spell can move a force field.

No physical or magical force except those noted above can destroy or pass through a force field, although a *Teleport* or *Dimension Door* spell will bypass it.

Creatures enclosed within a force field are magically preserved, and will not starve or suffocate.

This spell can be made permanent with a *Permanence* spell, and if this happens then the permanence can still be dispelled even though the force field cannot be. If the permanence is dispelled after the normal duration of the force field has expired then the force field will immediately disappear.

A *Force Field* cast by a mortal can be destroyed by an Immortal's attacks (treat it as having an armour class of –10 and 50 hit points).

A *Force Field* cast by an Immortal cannot be broken by *Disintegrate* or *Wish* spells cast by mortals, and cannot be penetrated by mortal *Teleport*, *Gate*, or *Dimension Door* spells.

Gate (R)

Magic-User 9, Elf 9
Target: One extraplanar being
Range: 30'
Duration: Special

This spell opens a one-way rift between two planes, even those attached to two different celestial spheres.

Normally, the caster must specify the target plane and the name of a creature on that plane. If the creature is on the named plane, then the spell opens a one-way physical portal between the caster's current location and the creature's location allowing the creature to step through to the caster (but not *vice versa*). If the creature is not on the named plane then the spell fails. If the creature is an Immortal, it can refuse to allow the gate to open.

However, the spell can also be cast through the open end of an open one-way gate, targeting the other end of the gate rather than a specific creature. In this case, the caster does not need to specify (or even know) where the other end of the gate is located. If cast in this manner, the gate becomes two-way and creatures can pass through in either direction.

The open end of a one-way gate appears misty and is opaque. The closed end of a one-way gate is invisible, although detectable with a *Detect Magic* spell. A two-way gate can be seen through in either direction.

If the either end of the gate is an outer plane then the gate only stays open for 10 minutes. Otherwise it stays open for 1d10 x 100 minutes.

Any creature can step through the open end of a gate, and there is a base 10% chance of a random inhabitant of the far plane (modified by the location that the gate is opened to) noticing the open gate and investigating it.

A gate can be held open permanently with a *Wish* spell, although if the gate is two way then a separate *Wish* must be used for each direction.

It costs an Immortal 50pp to step through a gate. This makes summoning one for frivolous reasons a risky proposition at best.

Reverse: *Close Gate* closes a gate to another plane, whether one made by this spell or a natural planar rift.

Geas (R)

Magic-User 6, Elf 6
Target: One creature
Range: 30'
Duration: Special

This spell forces the target to either perform a specific action or refrain from performing a specific action. The target may make a saving throw *vs Spells* to escape the effect.

The action must be something that is possible, and can't be something suicidal—for example you can't geas someone into jumping off a cliff or geas someone into never eating.

The target must perform (or refrain from performing) the action, but they are not mind controlled in any way, and they are fully aware that they may only be performing the action or refraining from it in order to avoid the consequences of this spell.

If the target goes against the geas, they receive a *Curse*, as if by the reversed form of the *Remove Curse* spell. Neither this curse nor the geas itself can be dispelled or removed via a *Remove Curse* spell, although a *Dispel Evil* will remove it. The curse will not lift until the geas is fulfilled (or, in the case of geases against performing actions, a week has passed without the action being performed).

This spell cannot affect an Immortal, even if cast by another Immortal.

Reverse: *Remove Geas* will remove an unwanted geas, although for each level the caster of the *Geas* is above the caster of the *Remove Geas* there is a 5% chance of failure.

Growth of Animal

Cleric 3, Druid 3
Target: One animal
Range: 120'
Duration: 2 hours

This spell causes one animal to grow to double its normal size, giving it twice its normal strength and making it do twice its normal damage in combat. The animal may also carry twice its normal load.

Growth of Plants (R)

Magic-User 4, Elf 4, Sorcerer 4
Target: 3,000 square feet of undergrowth
Range: 120'
Duration: Permanent

This spell causes all undergrowth (grasses, brambles, vines etc.) within a 3,000 square foot area of whatever shape the caster desires to become thickly overgrown. This growth makes the area impassable to creatures smaller than giant sized.

The effect can be removed by a *Dispel Magic* or by the reverse of this spell.

Reverse: *Shrink Plants* reverses this spell or makes a similar area of naturally overgrown plants shrink and shrivel making the area easily passable.

Hallucinatory Terrain

Magic-User 4, Elf 4
Target: One terrain feature up to 480' diameter
Range: Touch
Duration: Special

This spell masks a terrain feature (either indoors or outdoors) and makes it look like a different feature. For example a pit could be made to look like solid floor or a small hill could be made to look like a patch of swamp.

The illusion last until it is touched by an intelligent creature.

Haste (R)

Magic-User 3, Elf 3
Target: 24 creatures in a 30' radius
Range: 240'
Duration: 30 minutes

This spell speeds up creatures in a 30' radius of the target point. Up to 24 creatures can be affected.

Hasted creatures move and act at twice normal speed, although spell casting (whether innate or through items) is not sped up. See *Chapter 10: Combat* for details about how haste affects combat.

This spell has no effect on Immortals.

Reverse: *Slow* slows creatures in the area rather than hasting them. Affected creatures move and act at half normal speed, although spell casting (whether innate or through items) is not slowed down. See *Chapter 10: Combat* for details about how slow affects combat.

Heat Metal

Druid 2
Target: One metal object
Range: 30'
Duration: 7 rounds

This spell heats one metal object to red hot over the course of 4 rounds. The object then takes a further three rounds to cool.

Any metal object of up to half a pound (5cn) per caster level can be affected by this spell. The metal is not damaged by the heating and cooling, although if the metal forms part of an object that also has wood or leather then the non-metal parts of the object may be scorched unless the object is magical.

If the object is being held or worn by a creature, the creature will take 1 damage on the first round, 2 on the second, 4 on the third, 8 on the fourth, 4 on the fifth, 2 on the sixth, and 1 on the seventh. The holder of the item gets no saving throw, although creatures will usually drop the item before the duration is up. The holder cannot cast spells while holding a hot item.

Hold Animal

Druid 3
Target: One or more animals
Range: 180'
Duration: 10 mins/level

This spell will paralyse several animals for the duration.

It will affect 1 hit dice of animal per level of the caster, although each animal gets a saving throw *vs Spells* to avoid the effect.

Hold Monster (R)

Magic-User 5, Elf 5, Sorcerer 5
Target: One to four creatures
Range: 120'
Duration: 1 hour + 10 min/level

This spell will paralyse up to four living creatures (not undead or non-living creatures) for the duration.

It can be cast at a single target, in which case the target may save *vs Spells* at a –2 penalty to avoid the effect; or at a group, in which case it will affect 1d4 of them each of which may save *vs Spells* without penalty to avoid the effect.

Reverse: *Free Monster* removes the paralysis caused by either this spell or a *Hold Person* spell. It will also remove the *Paralysis* effect of an Immortal's aura, but only when cast by an Immortal.

Hold Person (R)

Cleric 2, Druid 2, Shaman 2, Magic-User 3, Elf 3
Target: One to four humanoids
Range: 180'
Duration: 90 minutes

This spell will paralyse up to four living humanoid creatures (not undead or non-living creatures) for the duration.

It can be cast at a single target, in which case the target may save *vs Spells* at a –2 penalty to avoid the effect; or at a group, in which case it will affect 4 of them each of which may save *vs Spells* without penalty to avoid the effect.

Reverse: *Free Person* removes the paralysis caused by this spell. It will also remove the *Paralysis* effect of an Immortal's aura, but only when cast by an Immortal.

Hold Portal

Magic-User 1, Elf 1
Target: One door, chest or gate
Range: 10'
Duration: 2d6x10 minutes

This spell will hold a single portal or door closed by magical means.

The portal can only be forced open by creatures who have at least three hit dice more than the caster or opened with a *Knock* spell, although in either case if the portal is allowed to close it will continue to be held for the duration of the spell.

Immortals can always open doors held by a mortal's casting of this spell, even if they have fewer hit dice.

Holy Word

Cleric 7, Druid 7
Target: All creatures in range
Range: 40'
Duration: Instant

This spell affects all creatures within 40' of the caster. The exact effect varies depending on the creature's level or hit dice, and only creatures of the same alignment as the caster (and any creature of 13 or more hit dice) may make saving throws *vs Spells* to avoid the effect:

Up to 5 HD = Killed
6-8 HD = Stunned for 2d10x10 minutes
9-12 HD = Stunned for 1d10 rounds
13+ HD = Deafened for 1d6x10 minutes

Ice Storm / Wall of Ice

Magic-User 4, Elf 4, Sorcerer 4
Target: Special
Range: 120'
Duration: Instant or 2 hours

This spell can be cast in one of two ways, and the caster can decide which way to use it at the time of casting.

The first way to use the spell is to create a 10' radius *Ice Storm*. This ice storm does 1d6 cold damage per caster level (maximum of 20d6) to every creature in the area. Each creature can make a saving throw *vs Spells* to take half damage.

Fire based creatures have a –4 penalty to their saving throws, but cold based creatures are immune to the spell.

The second way to use the spell is to create a vertical *Wall of Ice* of up to 1,200 square feet. The wall is not transparent, and must be created in unoccupied space on ground that will support it.

The wall will melt in two hours, but can be broken before that time by creatures of 5 hit dice or more. However, such creatures take 1d6 cold damage while doing so (fire based creatures take 2d6, cold based creatures take none).

Immunity

Magic-User 9, Elf 9
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell gives the creature touched complete immunity to spells of 3rd level or less, and spells of 5th level or less only have half normal effect (halve whatever quantifiable effects they have, such as damage, duration, penalties, etc.)

The spell also grants immunity to all missiles and all non-magical weapons.

The target can drop the immunity temporarily by concentrating, if they wish to be affected by a beneficial spell.

Infravision

Magic-User 3, Elf 3
Target: One living creature
Range: Touch
Duration: 1 day

This spell gives a living (not undead or non-living) creature the *Heatvision* ability normally possessed by dwarves and elves.

When the creature is in the dark (and only then—normal light overloads the creature's heatvision and prevents it from working) they can use their heatvision to navigate and even to fight. However, heatvision doesn't allow the creature to see pictures and writing unless they are carved into the surface that the creature is looking at.

Insect Plague

Cleric 5, Druid 5, Shaman 5
Target: None
Range: 480'
Duration: Concentration

This spell summons a 30' radius swarm of insects which obscures vision in the area.

The insects do no damage, but will drive away any creature of less than 3 hit dice with their stinging and biting. There is no saving throw against this effect.

The insect swarm can be moved up to 20' per round by the caster, and lasts until the caster stops concentrating.

Invisibility

Magic-User 2, Elf 2, Sorcerer 2
Target: One creature or object
Range: 240'
Duration: Special

This spell makes a single creature or object invisible.

If cast on a creature, the creature's clothing and equipment also become invisible. Any item the creature drops will become visible, but items the creature picks up will not become invisible.

The creature will become visible again if it attacks another creature or if it casts a spell. Otherwise the invisibility is permanent.

If the spell is cast on an object, the object remains invisible until touched by an intelligent creature.

Invisibility 10' Radius

Magic-User 3, Elf 3
Target: One creature
Range: 120'
Duration: Special

This spell makes all creatures in a 10' radius around the target invisible.

The creatures' clothing and equipment also become invisible. Any item any creature drops will become visible, but items that one of the creatures pick up will not become invisible.

Any creature that strays more than 10' from the target creature also becomes visible, and re-entering that radius does not make the creature become visible again.

Any creature will become visible again if it attacks another creature or if it casts a spell. Otherwise the invisibility is permanent.

Invisible Stalker

Magic-User 6, Elf 6
Target: None
Range: Personal
Duration: Special

This spell summons an Invisible Stalker (see *Chapter 18: Monsters* for details).

The caster must specify one task for the stalker to perform, and the stalker will attempt to perform that task even at the cost of its own life until either the task becomes impossible or a year and a day have passed. In either case, the spell then ends.

Ironform

Magic-User 7, Elf 7
Target: None
Range: Touch
Duration: Permanent

This spell creates a sheet of iron up to 2" thick and up to 500 square feet in area. The sheet can be created flat or can be created pre-shaped. The iron does not appear instantly, but takes time to form, ranging from a single round for a simple sheet of iron to two hours to create something with a precise specification.

Whatever the complexity of the shape, the iron must form a single piece with no moving parts. However, the caster can create the iron in a "rough" form, which can then have the *Ironform* spell cast on it again in order to either add to the object or reshape it. If the caster does create the iron in rough form, then this spell is cast once again to "set" the iron in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the sheet takes, it is always a maximum of 2" thick—so that if it is formed into a statue, for example, the statue would be hollow.

Once created, the iron is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Knock

Magic-User 2, Elf 2
Target: One lock
Range: 60'
Duration: Special

This spell will temporarily unlock any lock, or open a door that is closed by a *Hold Portal* or *Wizard Lock* spell. If the door was locked by mundane means then it remains unlocked until physically locked again, but if it is held shut by magical means then it will re-fasten once closed.

This spell will even unbar a door that is barred on the other side, although if the door is both barred and locked then it will take two castings to remove both.

Know Alignment (R)

Cleric 2, Druid 2
Target: One creature or item
Range: 10'
Duration: Instant

This spell allows the caster to discern the alignment of a single creature or item within 10'. Most items do not have an alignment, but some magical ones might.

Reverse: *Confuse Alignment* lets the caster give a false alignment to a touched creature for 10 minutes per level of the caster. The creature does not actually take on the false alignment, but any magical effect that relies on alignment—such as the normal form of this spell, or an item that can only be operated by creatures of a particular alignment, or even a *Holy Word* spell—will be fooled and will treat the target as if the false alignment were their true one.

Levitate

Magic-User 2, Elf 2, Sorcerer 2
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell allows the caster to rise into the air supported by magic. The caster can rise or lower themselves at a rate of 20' per round, but the spell does not let the caster move horizontally.

The caster can move horizontally via other means while under the influence of this spell, such as by pulling themselves along a rope or crawling on the underside of a ceiling.

Light (R)

Cleric 1, Druid 1, Shaman 1, Magic-User 1, Elf 1, Sorcerer 1
Target: 15' radius
Range: 120'
Duration: 1 hour + 10 mins/level

When this spell is cast, the area within 15' of the target point is lit with light as bright as torchlight.

The caster can choose to either cast this spell in a location, in which case it will stay in that location, or cast it on an object—in which case it will move as the object moves.

This spell creates a central light source that radiates light throughout the area, so there are shadows in the area covered by this spell, and covering the object that the spell is centred on will block out the light.

If this spell is cast on a creature's eyes, that creature must make a saving throw *vs Spells* or be blinded for the duration of the spell.

See *Chapter 9: Dungeon Delving* for details about how different types of natural and magical light and darkness interact.

Reverse: *Darkness* causes the area within 15' of the target point to be absolutely dark, although the heat vision of some demi-humans or the dark vision of some monsters is able to penetrate it.

This spell creates a central source that radiates darkness rather, so covering the object that the spell was cast on will block the darkness.

If this spell is cast on a creature's eyes, that creature must make a saving throw *vs Spells* or be blinded for the duration of the spell.

See *Chapter 9: Dungeon Delving* for details about how different types of natural and magical light and darkness interact.

Lightning Bolt
Magic-User 3, Elf 3, Sorcerer 3
Target: 60’x5’ bolt
Range: 180’
Duration: Instant

This spell creates a bolt of lightning that strikes creatures in the area for 1d6 damage per caster level (to a maximum of 20d6 unless the caster is an Immortal). Each creature hit may make a saving throw *vs Spells* to take half damage.

The caster may start the lightning bolt up to 180’ away from themselves, and the 60’ area of effect is then measured directly away from the caster in the same direction. If the bolt hits a wall, door, or other solid obstacle before it reaches a length of 60’, it will double-back and return directly towards the caster. Creatures in a doubled portion of the bolt do *not* take double damage.

Locate
Druid 1
Target: One animal or plant
Range: 120’
Duration: 1 hour

This spell lets the caster know the direction and distance to all instances of a particular animal or plant (chosen at time of casting) that fall within range. Animals detected by this spell do not get a saving throw. It will not locate animals or plants that are not on the same plane as the caster.

Locate Object
Cleric 3, Druid 3, Magic-User 2, Elf 2
Target: One object
Range: 120’
Duration: 1 hour

This spell lets the caster know the direction (but not distance) to the closest instance of a particular type of object (chosen at time of casting) that falls within range. The description of the object can be as vague or detailed as the caster chooses, although the object must be described rather than named.

This spell will not detect living creatures, and the object must be on the same plane as the caster.

Lore
Magic-User 7, Elf 7
Target: Caster
Range: Personal
Duration: Instant

This spell allows the caster to meditate on an item, place or person and gain knowledge about them. The meditation can take a long time, so can be split between multiple castings of this spell.

If the spell is cast with respect to an item that the caster has to hand, it will take 1d4x10 minutes of meditation to receive the information. At the end of that time, the caster learns the name of the item if it has one, the details of one of the item’s magical powers and how to activate that power (and how many charges it has, if applicable). The caster does not learn whether or not the item has any additional powers, and must cast this spell again to find out.

If the spell is cast with respect to a place, an object that is not present, or a person; then the spell takes 1d100 days of meditation for the caster to learn about the subject, and the exact information learned is up to the Game Master’s discretion.

Lower Water
Magic-User 6, Elf 6
Target: 10,000 square feet of water
Range: 240’
Duration: 100 minutes

This spell causes an area of water to be reduced to half its normal depth. If cast on part of a larger body of water, it will create a trench in the water’s surface and will hold back the sides for the duration.

Any boat or ship caught in such a trench will take 1d12+20 points of hull damage when the water rushes back at the end of the duration, and all items on deck (including people if they fail saving throws *vs Spells*) will be swept off the ship.

Magic Door (R)
Magic-User 7, Elf 7
Target: One flat surface
Range: 10’
Duration: 7 uses

This spell creates a magical doorway in a solid non-living surface such as a wall or a floor. Behind the doorway is an invisible passage up to 10’ long with a similar door at the other end. The caster can see both door and passage and can pass through the passage 7 times before both disappear.

The door and passage are completely undetectable by normal means, although they will show up on a *Detect Magic* spell. The only way to destroy the passage (without destroying the wall that it runs through) is to use a *Dispel Magic* spell.

Reverse: *Magic Lock* seals any one door, chest lid, gate, archway, or other portal up to 10’x10’ in size with an invisible barrier.

The barrier doesn't prevent the door (if there is one) from being opened, but it prevents passage through the portal by any but the caster. Once the caster has passed through the portal 7 times, the spell ends and the barrier disappears.

The barrier can be removed by either a *Dispel Magic* or *Disintegrate* spell.

Magic Jar

Magic-User 5, Elf 5
Target: One object
Range: 30'
Duration: Special

This spell takes the caster's life-force and places it in one object within range (the object does not have to be an actual jar).

The caster's body falls into a deep trance while their life-force is missing, and appears dead to all but a detailed examination. The caster's body does not need air or sustenance while their life-force is in the jar, so the caster can stay in the jar indefinitely.

The caster may attempt to possess any creature within a range of 120' of the jar. The target must make a saving throw *vs Spells* to prevent this possession, and if the saving throw succeeds the caster may not try to possess that target again for 10 minutes—although they may try to possess a different target immediately.

If the caster successfully possesses the target, the caster's life force moves into the target's body, and the target's life force is forced into the jar.

The caster can use the target's body, and its natural physical abilities; but cannot use the target's special or magical abilities, and can cast neither their own spells nor the target's spells.

If the target's body is killed while the caster is in it, the target dies and the caster's life-force returns to the jar.

If the jar is destroyed while the caster's life-force is in it, the caster is killed.

If the jar is destroyed while the target's life-force is in it, the target is killed and the caster is trapped in the target's body until death.

If the caster's own body is killed while the caster is either in the jar or in a target's body, there is no immediate effect but the caster can no longer return to their body and must either stay in the jar or possess other bodies.

A *Protection From Evil* spell will stop the caster from possessing a potential target, and a *Dispel Evil* spell will force the caster back into the jar.

Immortal bodies cannot be possessed by use of this spell, and if an Immortal tries to possess a mortal body, the body is destroyed as if by a *Disintegrate* spell.

Magic Missile

Magic-User 1, Elf 1
Target: One or more creatures
Range: 150'
Duration: 1 hour

This spell creates one or more glowing missiles in the form of arrows that appear in the air around the caster and follow the caster's movements, hovering in position.

When the caster commands, each missile will launch itself at a single target that is visible to the caster (if the caster is firing more than one missile then they may be aimed at different targets) and automatically hit for 1d6+1 damage, with no saving throw allowed.

The arrows are intangible until used, and cannot be touched or destroyed except by a *Dispel Magic* spell. Arrows that are not used within an hour of casting disappear.

For each 5 levels the caster has above 1st, two more missiles are created (i.e. 3 missiles at 6th level, 5 missiles at 11th level, 7 missiles at 16th level, 9 missiles at 21st level, 11 missiles at 26th level, 13 missiles at 31st level, 15 missiles at 36th level).

Mass Charm (R)

Magic-User 8, Elf 8
Target: One or more creatures
Range: 120'
Duration: Special

When this spell is cast, one or more creatures will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's intelligence:

0 Int = Save every 120 days
1 Int = Save every 90 days
2 Int = Save every 60 days
3 Int = Save every 45 days
4-5 Int = Save every 30 days
6-8 Int = Save every 15 days
9-12 Int = Save every 7 days
13-15 Int = Save every 3 days
16-17 Int = Save every 24 hours
18 Int = Save every 8 hours
19 Int = Save every 3 hours
20 Int = Save every hour
21-29 Int = Save every 10 minutes
30+ Int = Save every round

If the caster does something to break the charm against one target, such as attacking it, then other targets who see the incident get an immediate saving throw to break their charm too.

This spell works on any living creature, but not on undead or non-living creatures such as golems. The spell will affect a total of 30 hit dice or levels of creatures, and all targets get a saving throw *vs Spells* at a penalty of –2 to avoid the effect. Creatures who make the saving throw still count towards the 30 hit dice limit.

Reverse: *Remove Charm* removes all charm effects in a 10' radius with no chance of failure, and also prevents any object or creature within that radius from creating charm effects for 10 minutes.

Mass Invisibility (R)

Magic-User 7, Elf 7
Target: One or more creatures
Range: 240'
Duration: Special

This spell makes all creatures in a 30' radius around the target point of the spell invisible. The creatures' clothing and equipment also become invisible. Any item any creature drops will become visible, but items that one of the creatures pick up will not become invisible.

Any creature will become visible again if it attacks another creature or if it casts a spell. Otherwise the invisibility is permanent.

Reverse: *Appear* causes all invisible creatures and objects within a 10’ radius of the target point of the spell to become visible and be unable to become invisible again for 10 minutes. Ethereal creatures are unaffected by this spell.

Massmorph

Magic-User 4, Elf 4, Sorcerer 4
Target: 120’ radius
Range: 240’
Duration: Special

This spell creates an illusion that makes up to 100 human sized creatures within a 120’ radius of the target point appear to be trees. Creatures that are larger than human sized may count as more than one towards this 100 creature total, for example horses count as two people each.

The illusion is effective against creatures both outside and passing through the area, and is not broken by movement of the illusion-covered creatures within the area. If creatures covered by the illusion leave the area or attack or cast spells then the illusion ends for those individual creatures (even if they return to the area), but continues to affect those that remain.

The spell lasts until none of the targeted creatures are still covered or until it is dispelled, although the caster can cancel it early if they desire.

Maze

Magic-User 9, Elf 9
Target: 1 creature
Range: 60’
Duration: Varies

This spell transports the target to an indestructible maze within a temporarily created outer planar space unless they can make a saving throw *vs Spells*. After the target has negotiated their way out of the maze, they re-appear in the exact location that they left (or as near to it as possible without appearing inside a solid object) and the outer planar space collapses into nothingness.

The length of time taken to escape the maze is based on the creature’s intelligence:

Up to 8 Int = 1d6x10 mins
9 Int to 12 Int = 2d20 rounds
13 Int to 17 Int = 2d4 rounds
18+ Int = 1d4 rounds

Metal to Wood

Druid 7
Target: One metal item
Range: 120’
Duration: Permanent

This spell changes a single metal item weighing up to 5 pounds (50cn) per level of the caster into wood.

If the metal is magical then this spell has only a 10% chance of working, otherwise it automatically works.

The item becomes normal non-magical wood, and this spell cannot be dispelled. Armour affected by this spell becomes useless and metal weapons become non-magical clubs.

Meteor Swarm

Magic-User 9, Elf 9
Target: Special
Range: 240’
Duration: Instant

This spell creates a number of flaming meteors that streak out from the caster’s fingertips and strike enemies, before each explodes into a 20’ radius fire ball.

The meteors automatically hit their targets (no attack roll or saving throw allowed) doing physical damage, and then explode for fire damage. All in the radius of the fire damage (including the target struck) can make saving throws *vs Spells* to take half damage from the explosion.

Each meteor must be aimed at a different target, although if the targets are close together then some or all of them may take damage from multiple explosions, which *do* stack with each other.

The caster can choose to shoot either four meteors that each do 8d6 physical damage (no save) to their targets plus 8d6 fire damage (save for half) in their explosions or eight meteors that each do 4d6 physical damage (no save) to their targets plus 4d6 fire damage (save for half) in their explosions.

Mind Barrier (R)

Magic-User 8, Elf 8
Target: One creature
Range: 10’
Duration: 1 hour/level

This spell makes the target immune to the *ESP* and *Clairvoyance* spells, and any type of magical scrying or information gathering spell.

This includes protecting the target from being the subject of *Lore* and *Locate* spells and protects the target from having their location discovered via the use of a *Summon Object* spell.

The target also gets a +8 bonus to all saving throws against mind-affecting attacks such as *Charm* and *Feeblemind* spells and abilities, illusions and phantasms that require saving throws, etc. However, it does not grant a saving throw against abilities that do not normally grant one.

Reverse: *Open Mind* causes the victim to get a –8 penalty to all saving throws against mind-affecting attacks such as *Charm* and *Feeblemind* spells and abilities, illusions and phantasms that require saving throws, etc.

The target gets no saving throw against *Open Mind*, but the caster must make a melee attack to touch the target.

Mirror Image

Magic-User 2, Elf 2
Target: Caster
Range: Personal
Duration: 1 hour

This spell creates 1d4 duplicate images of the caster which follow the caster's every move and shift into and through each other.

It is impossible to tell which is the real caster and which are the images.

Every time the caster is hit by an attack that requires an attack roll, the attack will instead strike an image, destroying it. The caster takes no damage or other effect from the attack. Attacks and other effects that cause damage automatically (without an attack roll), such as falling or the *Magic Missile* spell, affect the caster normally without destroying any images.

Any attack that affects everything in an area, such as a *Fireball* spell or a dragon's breath, will destroy all remaining images and the caster will be affected normally by the attack.

Move Earth

Magic-User 6, Elf 6, Sorcerer 6
Target: Special
Range: 240'
Duration: 1 hour

This spell allows the caster to cause soil, clay or sand—but not rock—to move horizontally or vertically in order to build a rampart or hill or to dig a hole or trench.

The caster can move soil at a rate of 60' per turn, and will usually be able to dig to a depth of 240' before reaching solid rock.

Soil can only be dug and pushed around with this spell. It cannot be made into structures that won't support themselves.

When the duration expires, the soil stays where it is, although wind and rain may make it settle over the course of time.

Neutralise Poison (R)

Cleric 4, Druid 4, Shaman 4
Target: One creature, object or container
Range: Touch
Duration: Instant

This spell will make the poison in and on one creature, object or container harmless.

The spell affects all poisons present at the time of casting, but does not cure damage. However, if a creature has been killed by poison and this spell is cast within 10 rounds of the creature's death then it will revive the creature.

Reverse: *Create Poison* will either poison a creature touched by the caster (requiring a melee attack), killing it unless it can make a saving throw *vs Poison*, or poison the contents of a container so that anyone who drinks or eats those contents will be killed unless they can make a saving throw *vs Poison.*

Obscure

Druid 2
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell creates a cold, dense cloud of mist around the caster, 1' high per level of the caster and 10' radius per level of the caster.

The mist has no effect other than to completely obscure vision within it including the *Heatvision* of some demi-humans. Only the caster and creatures able to see invisible things can see through the mist.

Pass Plant

Druid 5
Target: Caster
Range: Special
Duration: Instant

This spell allows the caster to step inside a tree that is large enough to enclose them and instantly step out of another tree of the same kind some distance away. The maximum distance that can be teleported using this spell depends on the type of tree:

Oak = 1,800'
Ash, Elm, Linden = 1,080'
Other deciduous = 900'
Evergreen = 720'

Passwall

Magic-User 5, Elf 5, Sorcerer 5
Target: One wall, ceiling or floor
Range: 30'
Duration: 30 minutes

This spell opens a tunnel through a stone wall, ceiling or floor by making the stone disappear. The tunnel is 5' wide and tall, and 10' long.

At the end of the duration, the stone re-appears and the tunnel closes. Anyone caught in it when that happens must make a saving throw *vs Spells* or be trapped in the re-appearing stone and killed.

Those who make their saving throws are ejected from the closest end of the tunnel.

Permanence

Magic-User 8, Elf 8
Target: Special
Range: 10'
Duration: Permanent

This spell causes another spell to become permanent in duration. The two spells must be cast together (the permanence spell cannot be cast on a spell that has already been cast and is currently still active).

The following spells can be made permanent using this spell:

- ►*Anti-Magic Shell*
- ►*Cloudkill*
- ►*Confusion*
- ►*Create Air*
- ►*Create Normal Monsters*
- ►*Detect Evil*
- ►*Detect Invisible*
- ►*Detect Magic*
- ►*ESP*
- ►*Floating Disc*
- ►*Fly*
- ►*Force Field*
- ►*Hold Person*
- ►*Hold Portal*
- ►*Infravision*
- ►*Levitate*
- ►*Light*
- ►*Lower Water*
- ►*Mirror Image*
- ►*Move Earth*
- ►*Phantasmal Force*
- ►*Polymorph Self*
- ►*Projected Image*
- ►*Protection From Normal Missiles*
- ►*Protection From Evil*
- ►*Protection From Evil 10' Radius*
- ►*Read Languages*
- ►*Read Magic*
- ►*Shield*
- ►*Statue*
- ►*Sword*
- ►*Telekinesis*
- ►*Wall of Fire*
- ►*Wall of Ice*
- ►*Water Breathing*
- ►*Web*

If cast by an Immortal, this spell can also make the following spells permanent:

- ►*Explosive Cloud*
- ►*Gate*
- ►*Polymorph Any Object*
- ►*Power Word Blind*
- ►*Prismatic Wall*
- ►*Shapechange*
- ►*Survival*
- ►*Timestop*
- ►*Travel*

The permanence spell only makes the natural duration of the above spells permanent. Spells that can be partially or fully cancelled before their duration has expired by particular situations (e.g. *Mirror Image* ending because all the images have been struck, *Phantasmal Force* or *Project Image* ending because the illusion has been touched, or *Protection From Evil* partially ending because the caster has attacked a target of the spell) will be still partially or fully cancelled if that situation occurs.

This spell can be dispelled by a *Dispel Magic* spell, and this will cause the spell that it is sustaining to immediately end—even if that spell can not normally be dispelled.

Any area or non-living object can only have one permanence spell active at a time. If a second one is cast on the same area or object then both immediately fail.

A living creature can have up to two permanence spells active at on it one time. If a third one is cast on the same creature than all three immediately fail.

Phantasmal Force

Magic-User 2, Elf 2
Target: 10' radius
Range: 240'
Duration: Concentration

This spell creates a visual illusion within the area of effect that disappears when touched or when the caster stops concentrating.

The illusion can alter the appearance of everything within the area, and create images where there is nothing. The images can be mobile or static.

Any illusionary creatures created by this spell are armour class 9, and disappear if they take any damage.

If an illusion is of something which attacks a target, the attack is made as if the caster was making it. If that illusionary attack would damage the target, the target may make a saving throw *vs Spells*. If the saving throw succeeds, the target realises that the attack is illusionary and the attack has no effect.

If the target fails the saving throw, they take damage as normal from the attack (assuming it is something they would expect to damage them) but such damage is illusionary and fades away in 1d4x10 minutes. Such illusionary damage cannot kill the target. At the most it can knock them unconscious until it fades.

Since attacking a target with an illusion usually involves the illusion touching the target, this will normally end the illusion.

Plant Door

Druid 4
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell causes the caster to be completely intangible to plants. The caster can walk through dense undergrowth and even step through living trees (or hide inside them).

The spell only works on living plants, not dead wood; and although the effect includes the caster's equipment, it doesn't include other creatures carried by the caster.

When the duration ends, flexible plants will be bent around the caster to give them room as they reappear, and solid plants such as trees will gently push the caster out.

Polymorph Any Object

Magic-User 8, Elf 8
Target: One object or creature
Range: 240'
Duration: Special

This spell will change any object or creature into another type of object or creature. If cast at a large object, it will only change a 10'x10'x10' section of the object.

If the spell is cast at a creature, the creature may make a saving throw *vs Spells* at a –4 penalty to avoid the effect.

The duration of the spell depends on the degree of change between the old and new forms as indicated in *table 7-7.*

Regardless of the duration, the change can be dispelled with a *Dispel Magic* spell.

This spell can not affect a creature's hit points, and only works on creatures with no more than 2 hit dice per level of the caster.

The target is given all special abilities of the new form, including thinking and behaving as the new form. It cannot create a duplicate of a specific individual, only a generic individual of the desired race or monster species; and if something is polymorphed into a human or demi-human then it will not have class levels.

Polymorph Other

Magic-User 4, Elf 4
Target: One living creature
Range: 60'
Duration: Permanent

This spell changes a living (not undead or non-living) creature into a different type of living creature.

The target creature type must have no more than twice the number of hit dice that the original creature has, and the creature's hit points do not change.

The target of this spell can make a saving throw *vs Spells* to avoid the effect.

The change can be dispelled by a *Dispel Magic* spell.

The target is given all special abilities of the new form, including thinking and behaving as the new form. It cannot create a duplicate of a specific individual, only a generic individual of the desired race or monster species; and if something is polymorphed into a human or demi-human then it will not have class levels.

If an Immortal is polymorphed by this spell, they change in outward form only. They retain their mind (and their aura), and do not get the special abilities of the new form. However, they can return to their normal form at any time.

Table 7-7: Polymorph Any Object Duration

Original Object Type	Polymorphed Object Type		
	Animal	Plant	Non-Living
Animal	Permanent	1 hour/level	10 mins/level
Plant	1 hour/level	Permanent	1 hour/level
Non-Living	10 mins/level	1 hour/level	Permanent

Polymorph Self

Magic-User 4, Elf 4
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell allows the caster to change their shape into that of another race or species.

The caster can only change into a form that has no more hit dice than the caster's normal form. The caster cannot take the form of a specific individual, only a generic individual of the desired race or species.

The caster's basic statistics (armour class, hit points, attack rolls, and saving throws) do not change, and the caster does not get special or magical abilities of the new form (such as the breath of a dragon or hellhound, or the regeneration ability of a troll).

The caster does get the basic physical characteristics and physical attacks of the new form (such as a dragon's flight and a hellhound's bite). The caster cannot cast spells while polymorphed.

If the caster is killed while polymorphed, this spell ends and they revert back to their normal shape. It also ends if dispelled.

An Immortal under the effect of this spell retains their aura.

Power Word Blind

Magic-User 8, Elf 8
Target: One creature
Range: 120'
Duration: Special

This spell blinds the targeted creature with no saving throw allowed.

Creatures with 40 or fewer hit points are blinded for 1d4 days. Creatures with 41-80 hit points are blinded for 2d4 hours. Creatures with 81+ hit points are unaffected by the spell.

Power Word Kill

Magic-User 9, Elf 9
Target: One or more living creatures
Range: 120'
Duration: Instant

This spell can be cast on either a single living (not undead or non-living) creature or a group of creatures.

If cast on a single creature with 60 or fewer hit points the creature dies. If cast on a single creature with 61-100 hit points the creature is stunned for 1d4x10 minutes. Creatures with 101+ hit points are unaffected by the spell.

If cast on a group of up to five creatures, any of them with 20 or fewer hit points will die, but any with 21+ hit points will be unaffected by the spell.

The target or targets of this do not get a saving throw unless they are magic-users or can cast magic-user spells. Even if they can cast such spells, they must make a saving throw *vs Spells* at a penalty of –4 in order to avoid the effects of this spell.

Power Word Stun

Magic-User 7, Elf 7
Target: One creature
Range: 120'
Duration: Special

This spell stuns the targeted creature with no saving throw.

Creatures with 35 or fewer hit points are stunned for 2d6x10 minutes. Creatures with 36-70 hit points are stunned for 1d6x10 minutes. Creatures with 71+ hit points are unaffected by the spell.

Predict Weather

Druid 1
Target: Caster
Range: Personal
Duration: Instant

This spell lets the caster know exactly what the weather will be like for the next 12 hours, over a range of 1 mile per level of the caster.

Prismatic Wall

Magic-User 9, Elf 9
Target: Special
Range: Special
Duration: 1 hour

This spell creates seven magical barriers, each a quarter of an inch apart, that between them form a two-inch thick magical wall.

The wall can either be created as a 10' radius sphere around the caster or as a vertical wall of up to 500 square feet within 60' of the caster.

Once the wall is in place, only the caster may move through it without effect, and the wall may not be moved by any force—not even a *Wish* spell.

The wall must be created where there is room for it. If there are creatures or objects blocking the wall then it will form around them without affecting them.

Each magical barrier is a different colour, starting with violet—the barrier closest to the caster—and ending with red.

Any creature trying to pass through the barrier will be affected by each layer in turn as they move through. A creature with an *Anti-Magic Shell* spell active (including the caster) cannot pass through the barriers but cannot be affected by them either.

Each barrier has a different effect, and can only be destroyed in a specific way or by a *Wish* spell, which will destroy the nearest three barriers to the caster. In either case, only the barrier closest to the creature trying to destroy it can be destroyed. A barrier in the middle of the wall cannot be destroyed even in the listed manner while there is another barrier between it and the creature trying to destroy it.

The barriers extend into the Ethereal plane and have their full effect there as well as on the Material Plane.

Red: This barrier inflicts 12 points of damage (no save allowed) to any creature that crosses it. It blocks all magical missiles, and can only be destroyed by taking (any amount of) magical cold damage.

Orange: This barrier inflicts 24 points of damage (no save allowed) to any creature that crosses it. It blocks all non-magical missiles, and can only be destroyed by taking (any amount of) magical lightning damage.

Yellow: This barrier inflicts 48 points of damage (no save allowed) to any creature that crosses it. It blocks all breath weapons, and can only be destroyed by a *Magic Missile* spell.

Green: This barrier kills any creature that crosses it unless they can make a saving throw *vs Spells*. It blocks all forms of magical detection, and can only be destroyed by a *Passwall* spell.

Blue: This barrier turns any creature that crosses it to stone unless they can make a saving throw *vs Petrification*. It blocks all poisons, gasses and gaze attacks, and can only be destroyed by a *Disintegrate* spell.

Indigo: This barrier transports any creature that touches it to a random outer plane unless they can make a saving throw *vs Spells*. It blocks all matter, and can only be destroyed by a *Dispel Magic* spell.

Violet: This barrier knocks any creature that crosses it unconscious and sends them permanently insane, unless they make a saving throw *vs Spells* (only one saving throw is needed to avoid both effects at once). The insanity can only be cured by a *Cureall* spell or a *Wish* spell. It blocks all magic, and can only be destroyed by a *Continual Light* spell.

Produce Fire

Druid 2
Target: Caster
Range: Personal
Duration: 20 mins/level

This spell causes a small ball of flame to appear in the caster's hand. The flame sheds light as a torch, and does not burn the caster.

The caster can cause the flame to disappear or reappear by concentrating for a round at any time during the duration of the spell.

The fire can be thrown up to 30' by the caster and will set fire to particularly flammable objects that it hits or do 1d4 damage to a creature. In either case, the flame will then disappear, although the caster can make it reappear again (back in their hand) as normal.

Projected Image

Magic-User 6, Elf 6, Sorcerer 6
Target: Special
Range: Personal
Duration: 1 hour

This spell causes an illusionary duplicate of the caster to appear within 240' of the real caster.

For the duration of the spell, the caster can control the image's actions by concentrating (the caster can have the image walk as they walk) and any spells cast by the caster will appear to be cast by the image—although the caster must be able to see the targets of the spell as normal, the caster cannot see through the image's eyes.

The duplicate is armour class 9, but will not be affected by spells or missile attacks. It will disappear if touched.

Protection From Evil

Cleric 1, Druid 1, Shaman 1, Magic-User 1, Elf 1, Sorcerer 1
Target: Caster
Range: Personal
Duration: 2 hours

This spell creates a barrier an inch away from the caster's body that protects the caster from various creatures.

No creature that is magically summoned, controlled, charmed or possessed can touch the caster. Neither can any creature that can only be hit by magical weapons. Such creatures can still throw or shoot things at the caster.

Additionally, all attacks against the caster are at a –1 penalty to hit and the caster gets a +1 bonus to all saving throws for the duration of this spell.

If the caster attacks a creature that is being blocked by this spell from touching them, that individual creature is no longer blocked. The to-hit penalty still applies to the creature, however.

Protection From Evil 10’ Radius

Cleric 4, Druid 4, Magic-User 3, Elf 3
Target: 10’ radius
Range: Personal
Duration: 2 hours

This spell creates a 10’ radius barrier around the caster’s body that protects all within it from various creatures.

No creature that is magically summoned, controlled, charmed or possessed can touch those within the barrier. Neither can any creature that can only be hit by magical weapons. Such creatures can still throw or shoot things at those within.

Additionally, all attacks against creatures within the barrier are at a –1 penalty to hit and those creatures get a +1 bonus to all saving throws while inside.

If anyone within the barrier attacks a creature that is being blocked by this spell from touching them, that individual creature is no longer blocked from touching anyone inside the barrier. The to-hit penalty still applies to the creature, however.

Protection From Lightning

Druid 4
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell protects the target from lightning damage. The spell will stop a total of 1 die of damage (of whatever die type the attack uses) per level of the caster from attacks. In the case of dragon breath, each hit dice of the dragon counts as a damage die. Dice that are stopped by this spell are removed *before* rolling the damage.

Protection From Normal Missiles

Magic-User 3, Elf 3
Target: One creature
Range: 30’
Duration: 2 hours

This spell stops all small non-magical missiles (arrows, bolts, sling stones, thrown weapons, etc.) from striking the target creature.

Large missiles such as those from siege weaponry and magical missiles are not blocked by this spell.

Protection From Poison

Druid 3
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell makes the target completely immune to all non-magical poisons, and magical poison spells such as the *Cloudkill* spell. It also gives the target a +4 bonus to all saving throws against the poisonous breath weapons that some creatures possess.

Purify Food And Water

Cleric 1, Druid 1
Target: Special
Range: 10’
Duration: Permanent

This spell will purify spoiled or poisoned food and drink.

It will affect enough fresh food to feed a dozen people, or enough preserved food (making it fresh again) for one person, or enough water for six people.

The spell will purify muddy or otherwise dirty water by settling out the sediment, but will have no effect on water-based creatures.

Quest (R)

Cleric 5, Druid 5
Target: One living creature
Range: 30’
Duration: Special

This spell forces the target to perform a specific action. The target may make a saving throw *vs Spells* to escape the effect.

The action must be something that is possible, and can’t be something suicidal—for example you can’t quest someone into jumping off a cliff.

The target must perform the action, but they are not mind controlled in any way, and they are fully aware that they may only be performing the action in order to avoid the consequences of this spell.

If the target goes against the quest, they receive a *Curse*, as if by the reversed form of the *Remove Curse* spell. Neither this curse nor the quest itself can be dispelled or removed via a *Remove Curse* spell, although a *Dispel Evil* will remove it. The curse will not lift until the quest is fulfilled.

This spell cannot affect an Immortal, even if cast by another Immortal.

Reverse: *Remove Quest* will remove an unwanted quest, although for each level the caster of the *Quest* is above the caster of the *Remove Quest* there is a 5% chance of failure.

Raise Dead (R)

Cleric 5, Druid 5
Target: One human or demi-human
Range: 120’
Duration: Permanent

This spell raises the body of a human or demi-human from the dead.

If the body has been dead for more than four days per level of the caster above 7th then this spell will not work.

The body must be reasonably whole for this spell to work, and severed or missing body parts will still be missing afterwards, possibly leading to disability.

The target returns to life in a weakened state that lasts until they have had two weeks of bed rest, being unable to move faster than a walk and unable to attack or cast spells or use class abilities. Additionally, the target has only 1 hit point and cannot be cured further until they have rested for the two weeks.

A *Cureall* spell can be used to remove the two week rest period, but will not do this and also cure the target at the same time.

If a *Raise Dead* spell is cast on an undead creature with 9 or fewer hit dice, the creature must make a saving throw *vs Spells* or be destroyed. Vampires are not destroyed by this spell, but forced into gaseous form and forced to retreat to their coffins until the following night.

If *Raise Dead* is cast on an undead creature with more than 9 hit dice, the creature takes 3d10 damage, although it can make a saving throw *vs Spells* to take only half damage.

When a character becomes an Immortal, this spell will not bring their former mortal body back to life.

Reverse: *Finger of Death* will kill any one living creature within 60' unless it can make a saving throw *vs Spells*. Undead targeted by a *Finger of Death* spell are cured of 3d10 damage.

Raise Dead Fully (R)

Cleric 7, Druid 7
Target: One dead creature
Range: 60'
Duration: Permanent

This spell raises the body of any formerly living creature from the dead.

If the body has been dead for more than four months per level of the caster above 16th then this spell will not work.

If the body has been dismembered, eaten or otherwise damaged, then only a small piece of it—a lock of hair or a sliver of bone— is needed to cast this spell, and the whole body will re-form around that piece. The piece must have been recovered from the body after death.

If the target is a human or demi-human, they are raised back up to full health and can immediately use abilities and spells with no rest period required.

If the target is not a human or demi-human, they return to life in a weakened state that lasts until they have had two weeks of bed rest, being unable to move faster than a walk and unable to attack or cast spells or use class abilities. Additionally, the target has only 1 hit point and cannot be cured further until they have rested for the two weeks.

A *Cureall* spell can be used to remove the two week rest period, but will not do this and also cure the target at the same time.

If a *Raise Dead Fully* spell is cast on an undead creature with 7 or fewer hit dice, the creature is destroyed with no saving throw.

If a *Raise Dead Fully* spell is cast on an undead creature with 8-14 hit dice, the creature must make a saving throw *vs Spells* with a –4 penalty or be destroyed.

If *Raise Dead Fully* is cast on an undead creature with 15+ hit dice, the creature takes 6d10 damage, although it can make a saving throw *vs Spells* to take only half damage.

When a character becomes an Immortal, this spell will not bring their former mortal body back to life.

Reverse: *Obliterate* will kill any one living creature.

If an *Obliterate* spell is cast on a living creature with 7 or fewer hit dice or levels, the creature is killed with no saving throw.

If an *Obliterate* spell is cast on a living creature with 8-14 hit dice or levels, the creature must make a saving throw *vs Spells* with a –4 penalty or be killed.

If *Obliterate* is cast on a living creature with 15+ hit dice or levels, the creature takes 6d10 damage, although it can make a saving throw *vs Spells* to take only half damage.

If *Obliterate* is cast on an undead creature, it will cure nearly all damage from the target, leaving them with only 1d6 damage—although if the target is already healthier than that it won't damage them.

Alternatively, the spell can be used on an undead creature as a *Remove Curse*, *Cure Disease* or *Cure Blindness* spell, or it can be used to cure an undead creature of a *Feeblemind* spell. However, it will only cure one thing per casting.

Read Languages

Magic-User 1, Elf 1, Sorcerer 1
Target: Caster
Range: Personal
Duration: 20 minutes

This spell lets the caster read (but not speak or write) any non-magical written language or code.

Read Magic

Magic-User 1, Elf 1, Sorcerer 1
Target: Caster
Range: Personal
Duration: 10 minutes

This spell lets the caster read magical runes and writings. Once a particular magical inscription has been read by this spell, the caster can re-read it at any time without needing to cast this spell again.

The most common use of this spell is to read magical scrolls.

Reincarnation

Magic-User 6, Elf 6, Sorcerer 6
Target: One dead creature
Range: 10'
Duration: Permanent

This spell creates a new body—not necessarily of the same species—to house the life-force of a dead creature. There is no limit on how long the creature can have been dead for, but the caster must have part of the creature's body to cast this spell.

If the body has been dismembered, eaten or otherwise damaged, then only a small piece of it—a lock of hair or a sliver of bone— is needed to cast this spell, and the new body will re-form around that piece. The piece must have been recovered from the body after death.

All creatures have an 80% chance to come back in a body of the same gender, and a 20% chance to come back in a body of the opposite gender.

A human who comes back in a human body has the same class and level as before they died.

A demi-human who comes back in a human body has the same experience points as before they died, and will be the class that is closest to their racial class (elf = magic-user or fighter at the player's choice, dwarf = fighter, halfling = fighter or thief at the player's choice).

A human or demi-human who comes back in a demi-human body has the same experience points as before they died, but now has the racial class that corresponds to their new race.

A humanoid that comes back in a human or demi-human body will be a normal commoner without a class or levels.

A human or demi-human that comes back in a humanoid body will be a normal member of that race and unable to gain further experience.

When a creature is reincarnated, roll 1d8, and consult the list below:

1 to 2 = Original race or species

3 to 5 = A close race or species

6 to 7 = A distant race or species

8 = A very distant race or species

A "close" race is one that is similar in both form and outlook to the original race. For example, humans and demi-humans are close to each other, and goblins and hobgoblins are close to each other—but a human is not close to a goblin.

A "distant" race is one that is similar in either form or outlook, but not both, to the original race. For example humans and kobolds are distant from each other, as are elves and treants.

A "very distant" race is one that is similar in neither form nor outlook, for example humans and badgers.

In any case, the exact race or species must be determined by the Game Master.

When a character becomes an Immortal, this spell will not bring their former mortal body back to life.

Remove Curse (R)

Cleric 3, Druid 3, Shaman 3, Magic-User 4, Elf 4, Sorcerer 4
Target: One creature or item
Range: Touch
Duration: Permanent

This spell removes a curse from a creature or item. Some very powerful curses may not be removable with this spell.

Reverse: *Curse* gives the target a curse unless they can make a saving throw *vs Spells.*

The exact nature of the curse is up to the caster, although the following are typical effects.

- Something that produces up to a –4 penalty to attacks (e.g. blindness)
- Something that produces up to a –2 penalty on saving throws (such as a susceptibility to poison)
- Something that produces up to a –2 penalty to social interactions (such as smelling like a corpse)
- Something that causes a halving of a single ability score (such as withering of a limb).

Using the *Curse* spell to inflict effects other than things in this list require the Game Master's permission.

Remove Fear (R)

Cleric 1, Druid 1
Target: One living creature
Range: Touch
Duration: 20 minutes

This spell makes the touched creature resist fear effects. Any fear effect that allows a saving throw will automatically be resisted by the target. The target is also allowed a saving throw against effects that do not normally allow saving throws, with a bonus on the saving throw equal to the caster's level.

Remove Fear can be cast on a target who is already afraid, and will either remove or allow an immediate saving throw against the fear as above.

This spell will also remove the *Terror* effect of an Immortal's aura, but only when cast by an Immortal.

Reverse: *Cause Fear* can be cast on any living creature within 120' and will make it flee in terror for 20 minutes unless it can make a saving throw *vs Spells.* If the target is cornered, they will cower and fight only to defend themselves.

Resist Cold

Cleric 1, Druid 1
Target: 30' radius
Range: Personal
Duration: 1 hour

This spell protects all creatures in the area from frostbite in freezing temperatures, gives each creature a +2 bonus to saving throws made against cold based attacks, and reduces all magical cold damage by one point per die of damage (to a minimum of 1 damage per die). In the case of dragon breath, each hit dice of the dragon counts as a damage die.

Resist Fire

Cleric 2, Druid 2
Target: One creature
Range: 30'
Duration: 20 minutes

This spell protects the target from being burned by natural fires, gives them a +2 bonus to saving throws made against fire based attacks, and reduces all magical fire damage by one point per die of damage (to a minimum of 1 damage per die). In the case of dragon breath, each hit dice of the dragon counts as a damage die.

Restore (R)

Cleric 7, Druid 7
Target: One creature
Range: Touch
Duration: Permanent

This spell restores one level that has been drained from the target by an energy drain spell or an energy draining creature. The target is restored to the exact experience total that they had before they were energy drained. If the target has already gained more experience than that since the energy drain then this spell does not add extra experience.

Restore can also be used to remove a magical aging effect from a creature, restoring them to their normal age (plus any time that has passed since the magical aging happened). It will not remove natural aging.

Unless the caster of this spell is an Immortal, they temporarily lose a level when casting this spell as if they had been energy drained themselves. However, this level is recovered after 2d20 days of rest.

Reverse: *Energy Drain* drains a single level from the target, who the caster must touch (make a normal attack), but who gets no saving throw.

If an Immortal casts *Energy Drain* at another Immortal, the target must make a saving throw *vs Power* or lose 5pp. Immortals can not lose levels due to energy drain, even if they have no power points left.

Reverse Gravity

Magic-User 7, Elf 7
Target: 30' radius
Range: 90'
Duration: 2 seconds

This spell reverses the pull of gravity on all creatures within a 15' radius of the target point. The creatures will fall upwards for the duration of the spell, falling a maximum of 65'. Then, at the end of the spell's duration, they will fall back to the floor again.

There is no saving throw against this spell.

Creatures who hit obstacles on either the upwards or downwards fall take 1d6 damage per 10' fallen.

Shapechange

Magic-User 9, Elf 9
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell allows the caster to change their shape into that of other races or species. The caster can change shape as often as they like during the spell's duration, with each change taking a round.

The caster cannot take the form of a specific individual, only a generic individual of the desired race or species.

The caster's basic statistics (armour class, attack rolls, number of attacks) change, although the caster's hit points and saving throws do not.

The caster does get the special abilities of the new form (such as the breath of a dragon or hellhound, and the regeneration ability of a troll). This applies to flaws of the form as well as benefits.

The caster cannot cast spells while shapechanged, unless in the form of a bipedal humanoid. In any case, the caster can only cast their own spells, not spells that are innate to the form (such as a dryad's innate *Charm Person* spell).

If the caster is killed while shapechanged, this spell ends and they revert back to their normal shape. It also ends if dispelled.

A shapechanged caster cannot pass through a *Protection From Evil* spell or an *Anti-Magic Shell* spell.

A shapechanged Immortal retains their aura, and can cast spells regardless of form.

Shield

Magic-User 1, Elf 1
Target: Caster
Range: Personal
Duration: 20 minutes

This spell creates a magical barrier an inch away from the caster's body that shields the caster from harm.

While this spell is in effect, the caster has an armour class of 2 against missile attacks and an armour class of 4 against all other attacks rather than their normal armour class of 9.

This spell also grants the caster a saving throw *vs Spells* each time they would be hit by the missile from a *Magic Missile* spell. If the saving throw fails, the missile hits the caster normally. If the saving throw succeeds, the missile is blocked, but this spell is ends immediately.

When cast by an Immortal, this spell gives the caster a –4 AC bonus against missile attacks and a –2 AC bonus against other attacks.

Silence 15' Radius

Cleric 2, Druid 2
Target: 15' radius
Range: 180'
Duration: 2 hours

This spell makes it impossible for any noise to be produced in the targeted area. However, noises from outside the area can still be heard from within it.

The spell can be cast at an area, in which case the effect is static until the duration ends or it is dispelled, or it can be cast at a creature, in which case the creature must make a saving throw *vs Spells*. If the saving throw fails, the spell moves with the creature. If the saving throw succeeds, the spell still works centred on the creature's current position; but does not move with the creature.

Sleep

Magic-User 1, Elf 1, Sorcerer 1
Target: Creatures in a 20' radius
Range: 240'
Duration: 4d4 x 10 minutes

This spell puts one or more creatures to sleep.

Roll 2d8 to see how many hit dice worth of creatures are slept by the effect.

Go through all the living (not undead or non-living) creatures in the area with fewer than 5 hit dice or levels, starting with the closest to the target point of the spell. If there are enough hit dice left from the roll, that creature is slept with no saving throw and their hit dice are taken from the running total. Once there are no more creatures left with fewer (or equal) hit dice to the number of hit dice left over, the spell stops.

Falling to the ground when slept by this spell will not wake the target up, and neither will noise. Targets will awaken if kicked, shaken or otherwise physically disturbed.

Sleeping creatures are considered to be helpless opponents (see *Chapter 10: Combat* for details).

Snake Charm

Cleric 2, Druid 2, Shaman 2
Target: One or more snakes
Range: 60'
Duration: Special

This spell charms 1 hit dice of snakes per level of the caster, with no saving throw allowed.

The affected snakes will rise up and sway, and will not attack any creature unless they are attacked themselves.

If this spell is cast on snakes that are attacking the caster, it lasts for 1d4+1 rounds. If cast on snakes that are not attacking the caster, it lasts for 10 minutes + 1d4 x 10 minutes.

After the spell duration has ended, the snakes return to their normal behaviour.

Speak With Animal

Cleric 2, Druid 2, Shaman 2
Target: Caster
Range: Personal
Duration: 1 hour

This spell lets the caster communicate with a single species of animal for the duration. The species named must be a normal type of animal, not a magical or intelligent type.

The communication is limited by the intelligence of the animal being communicated with.

Speak With Dead

Cleric 3, Druid 3
Target: One corpse
Range: 10'
Duration: 1 rnd/level

This spell lets the caster ask three questions to a dead body. The spirit of the deceased will is summoned and must answer the questions, although it cannot interact in any other way unless it is already an undead creature such as a ghost or spectre.

The caster must possess a part of the corpse, such as a lock of hair or a piece of bone. The age of the corpse that can be spoken with by use of this spell depends on the level of the caster:

6th-7th = 4 days
8th-14th = 4 months
15th-20th = 4 years
21st+ = Unlimited

The spirit of the deceased will always reply in a language known to the caster, and must answer the questions truthfully, but a hostile spirit may equivocate and mislead if it chooses providing it does not directly lie.

The spirit will only have knowledge of things that it experienced when it was alive.

Speak With Monsters (R)

Cleric 6, Druid 6, Shaman 6
Target: 30' radius
Range: Personal
Duration: 1 rnd/level

This spell lets the caster communicate with any creature for the duration.

The depth of communication is limited by the intelligence of the creature being communicated with, although even unintelligent creatures which do not normally communicate can do so in a rudimentary fashion if this spell is used.

Reverse: *Babble* causes one target within 60' of the caster to be completely unable to communicate with other creatures for 10 minutes per caster level, unless they can make a saving throw *vs Spells* with a –2 penalty.

Any attempt to communicate with others—including hand signals, telepathy and writing will be garbled.

The target can still cast spells, but is unable to use magic items that require command words to activate them.

Speak With Plants

Cleric 4, Druid 4, Shaman 4
Target: Caster
Range: Personal
Duration: 30 minutes

This spell allows the caster to talk to plants, which will respond as if they were intelligent.

Normal plants will be friendly to the caster, and are able to move slowly while under the influence of this spell in order to obey simple commands from the caster, such as picking something up or leaning out of the way of a path.

The spell also allows the caster to talk to plant-like monsters, although it does not influence them.

Statue

Magic-User 7, Elf 7
Target: Personal
Range: Caster
Duration: 20 mins/level

This spell allows the caster to transform to or from a statue as often as they like during the duration. Each transformation takes a round. The caster can even turn back to normal after having been petrified by a monster's attack or a spell, providing this spell was already active when the petrification happened.

While in stone form, the caster cannot move or cast spells (but can continue to concentrate on spells already cast). The caster is armour class –4, and cannot be hurt by non-magical weapons or by cold or fire attacks. The caster does not need to breathe while in statue form and is immune to poison, drowning, and gas-based attacks.

When this spell is active but the caster is in normal form, the caster gets a +2 bonus on initiative rolls if their action for the round is to turn to statue form.

Steelform

Magic-User 8, Elf 8
Target: None
Range: Touch
Duration: Permanent

This spell creates a sheet of high quality steel up to 2" thick and up to 500 square feet in area. The sheet can be created flat or can be created preshaped. The steel does not appear instantly, but takes time to form, ranging from a single round for a simple sheet of steel to two hours to create something with a precise specification, such as a sword.

Whatever the complexity of the shape, the steel must form a single piece with no moving parts.

However, the caster can create the steel in a "rough" form, which can then have the *Steelform* spell cast on it again in order to either add to the object or reshape it. If the caster does create the steel in rough form, then this spell is cast once again to "set" the steel in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the sheet takes, it is always a maximum of 2" thick—so that if it is formed into a statue, for example, the statue would be hollow.

Once created, the steel is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Sticks to Snakes

Cleric 4, Druid 4
Target: Up to 16 sticks
Range: 120'
Duration: 1 Hour

This spell turns a number of normal sticks into snakes.

Roll 2d8. That many sticks in range turn into small snakes. Each snake has an equal chance to be a *Pit Viper* or a *Racer* (see *Chapter 18: Monsters* for details of these snakes).

The snakes obey the caster, and then turn back to sticks when either the duration ends or they are killed.

Stone to Flesh (R)

Magic-User 6, Elf 6, Sorcerer 6
Target: One creature or object
Range: 120'
Duration: Permanent

This spell turns any one stone object (or a 10'x10'x10' section of stone wall) to flesh.

If the stone object is a petrified creature or part of one, then the creature will be restored by this spell (although they may immediately die if there are parts missing). If the stone object is not a petrified creature or part of one, then it turns into a gelatinous mass of shapeless skin, fat and dead flesh with tufts of coarse hair and the occasional eye. The lump of flesh has no proper internal structure or bones, and cannot support its own weight. It cannot be raised or reincarnated, since it has never had a life-force. The meat is edible, although it smells and tastes foul.

Reverse: *Flesh to Stone* will permanently turn one living creature (including all equipment carried) into stone unless the target makes a saving throw *vs Petrification*.

If an Immortal is petrified by this spell, it only lasts for one round per hit dice the Immortal has, and the target remains fully aware of their surroundings while petrified. An Immortal whose Embodied Form is petrified can still switch to Spirit Form.

Stoneform

Magic-User 6, Elf 6
Target: None
Range: Touch
Duration: Permanent

This spell creates a mass of stone up to 1,000 cubic feet in area. The mass can be arranged in any manner the caster desires. The stone does not appear instantly, but takes time to form, ranging from a single round for a simple stone wall to two hours to create something with a precise specification, such as a statue.

The stone created by this spell can be as soft as chalk or as hard as granite, but cannot be a precious or semi-precious stone. The exception to this is that the spell can create clear (or tinted) lead crystal of a fine enough quality to be used for windows.

Whatever the complexity of the shape, the stone must form a single piece with no moving parts. However, the caster can create the stone in a "rough" form, which can then have the *Stoneform* spell cast on it again in order to either add to the object or reshape it. If the caster does create the stone in rough form, then this spell is cast once again to "set" the stone in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the stone takes, it cannot be created in the space where another object exists and must be created on a surface that can support its weight.

Once created, the stone is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Striking

Cleric 3, Druid 3
Target: One weapon
Range: 30'
Duration: 10 minutes

This spell temporarily enchants a weapon to do extra damage. It can only be cast on hand-held weapons or missile weapons, not on the natural weaponry of a creature.

Until the duration ends, the weapon does an extra 1d6 damage to anything it hits, and can hit creatures that are only hit by magical weapons (although it does not grant the weapon any magical bonuses to hit).

Summon Animals

Druid 4
Target: Special
Range: 360'
Duration: 30 minutes

This spell summons one or more animals within range. It only affects normal, non-magical animals, and not normal insects and arthropods.

The caster may specify a particular species or group of animals (but not individual named animals) or may summon any animals in range.

The minimum number of animals that arrive will be none—if there are no animals within range—and the maximum number of animals is a number whose hit dice are equal to the caster's level. Tiny animals (such as mice, songbirds, frogs, rabbits etc.) count as a tenth of a hit dice each.

When the animals arrive, they will understand the caster's instructions and help the caster in any way they can, although if they are attacked by anything they will not fight to the death but will flee instead—although if the caster is already in combat when the animals arrive, they will fight to help the caster unless badly injured.

When deciding which animals answer the summons, animals that the caster can see will be affected first, even if they are currently hostile to the caster.

Summon Elemental

Druid 7
Target: None
Range: 240’
Duration: 1 hour

When this spell is cast, a 16 hit dice Elemental (see *Chapter 18: Monsters* for statistics) will appear within 240’ of the caster. If this spell is cast more than once during the same day, a different type of elemental must be summoned each time.

While the caster controls the elemental, they can make it do anything it is capable of doing, including fighting to the death on the caster’s behalf. The caster can also send the controlled elemental home.

The caster does not need to concentrate to keep controlling the elemental.

A summoned elemental is blocked by a *Protection From Evil*, and can be sent home by a *Dispel Magic* or a *Dispel Evil.*

Summon Object

Magic-User 7, Elf 7
Target: One object in caster’s home
Range: Infinite
Duration: Instant

This spell summons a non-living object weighing 50 pounds (500cn) or less from the caster’s home to their hand, no matter how great the distance even if the caster is on another plane, but providing the caster is in the same celestial sphere as their home. The object must be no bigger than a staff or small chest.

The caster must know the exact location of the item, and must be familiar with it. The item must also have been prepared beforehand by sprinkling it with a special powder that costs 1,000 gold pieces per item. The powder evaporates as part of the preparation process, and does not affect the item in any way once the preparation is complete.

If the item is a container of some sort, it will appear without its contents—even if those contents have been independently prepared.

If another creature has taken the object from where the caster placed it, the object will not be summoned—but the caster will know roughly where the object is and who has it.

If an Immortal casts this spell while in a Mortal Form, it will not summon objects from the home of the Immortal’s Embodied Form.

Summon Weather

Druid 6
Target: One weather phenomenon
Range: 5+ miles
Duration: 1 hour/level

This spell summons a weather phenomenon within range that the caster is aware of (either by being able to see it or knowing about it through a *Predict Weather* spell or other form or scrying) to the caster’s current location.

The weather phenomenon must be within 5 miles, plus a mile for every caster level above 15th.

Particularly powerful weather conditions such as hurricanes, tornadoes, etc. can only be summoned by a caster of 21st level or higher.

Survival

Cleric 7, Druid 7, Magic-User 9, Elf 9
Target: One creature
Range: Touch
Duration: 1 Hour / level

This spell protects the target from harmful environments.

The target is completely protected from normal heat and cold, and can survive without air, food, water or sleep.

This spell does not protect the target against attacks of any kind, only the natural environment. It does protect completely from the environment of other planes, and even the luminiferous aether.

Sword

Magic-User 7, Elf 7
Target: None
Range: 30’
Duration: 1 rnd/level

This spell creates a glowing sword made from magical force next to the caster.

The caster can make the sword attack any creature within 30’ by concentrating. The sword flies to the target and attacks.

If the caster stops concentrating, the sword stops attacking, but remains in existence and returns to the caster’s side, following them for the duration.

The sword attacks twice per round, making attacks at the caster’s base attack bonus for 1d10 damage. The sword has no magical bonuses to its attack rolls, but can hit any target.

The sword cannot be physically damaged in any way, but may be dispelled.

Symbol

Magic-User 8, Elf 8
Target: Special
Range: Touch
Duration: Permanent

This spell creates a glowing magical rune that can be traced either on an object or surface or even traced in the air.

The rune can have one of six different effects, chosen at the time of casting.

Any creature that passes through a rune in the air, or touches the object on which the rune is placed, is affected by the rune immediately with no saving throw allowed.

Merely seeing the rune is not enough to make it work, but reading the rune aloud will also trigger it with no saving throw.

A character using the *Read Magic* spell can read a rune safely in order to identify which type of rune it is without triggering it.

A symbol can be triggered any number of times, and will remain active until dispelled.

If placed on an object, the symbol must be exposed for it to work. A symbol will not work if it is covered over and hidden.

Symbol of Death: Kills any creature with 75 hit points or fewer. Creatures with more than 75 hit points are unaffected.

Symbol of Discord: Confuses the creature permanently, as if the *Confusion* spell had been cast upon them. The confusion can be cured by a *Cureall* spell or a *Wish* spell.

Symbol of Fear: Causes the target to flee for 30 rounds.

Symbol of Insanity: Causes the victim to be driven permanently insane and unable to cast spells. The insanity can only be cured by a *Cureall* spell or a *Wish* spell.

Symbol of Sleep: Sends the creature into a magical sleep for 1d10+10 hours, which they cannot be woken from unless the sleep is dispelled.

Symbol of Stunning: Stuns any creature with 150 or fewer hit points for 2d6x10 minutes.

Immortals are immune to the effects of *Symbol* spells, even if cast by other Immortals.

Telekinesis

Magic-User 5, Elf 5
Target: One object or creature
Range: 120’
Duration: 6 rounds

This spell lets the caster move an object or creature weighing up to 20 pounds (200cn) per level of the caster by concentrating on it.

The object can be moved at a speed of 20’ per round.

If the target is a creature, it can avoid the effect by making a saving throw *vs Spells*.

If the target is an object being held by a creature, such as a weapon in the creature’s hand, the creature can make a saving throw *vs Spells* with a –2 penalty in order to keep hold of the object—but if the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object unless they let go.

If the target is an object being carried (but not held) by a creature, such as a weapon in the creature’s scabbard, the creature can make a saving throw *vs Spells* with a –5 penalty in order to keep hold of the object—but if the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object unless they let go.

If the target is an object being worn by a creature, such as a backpack, it cannot be moved unless the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object.

Teleport

Magic-User 5, Elf 5
Target: One living creature
Range: 10’
Duration: Instant

This spell instantly transports a living (not undead or non-living) creature to another place on the same plane and within the same celestial sphere. The caster can use this spell to transport themselves.

The destination can be any distance from the target’s current location, but it cannot be a place occupied by a solid object and must be a place with a solid ground or floor.

If the target is unwilling to be teleported, they may make a saving throw *vs Spells* to avoid the effect.

There is a chance that a teleport spell will result in the target appearing too high or too low. A character appearing in solid matter (usually because they appeared to low) is instantly killed.

The chance of failure depends on how familiar the caster is with the destination:

Very Familiar: The caster can see the destination or the caster has spent several weeks there. Roll 1d100:

01-95 = On Target
96-99 = 1d10x10’ too high
00 = 1d10x10’ too low

Familiar: The caster has spent more than a day at the destination, or has spent several weeks scrying on the destination. Roll 1d100:

01-80 = On Target
81-90 = 1d10x10’ too high
91-00 = 1d10x10’ too low

Unfamiliar: The caster has been to the location but spent less than a day there, or the caster is currently scrying the location but has not studied it. Roll 1d100:

01-50 = On Target
51-75 = 1d10x10’ too high
76-00 = 1d10x10’ too low

Teleport Any Object

Magic-User 7, Elf 7
Target: One object or creature
Range: Touch
Duration: Instant

This spell instantly transports one creature or object that weighs up to 50 pounds (500cn) per level of the caster to another place on the same plane and within the same celestial sphere. The spell can be used to transport a 10’x10’x10’ section of rock such as from a wall or floor, but can not be used in this way to transport only part of a creature.

The caster can use this spell to transport themselves, and if doing so there is no chance of error.

The destination can be any distance from the target’s current location, but it cannot be a place occupied by a solid object and must be a place with a solid ground or floor.

If the target is unwilling to be teleported, or unwilling to have an object that they are holding or carrying teleported, they may make a saving throw *vs Spells* with a –2 penalty to avoid the effect.

Unless the caster is teleporting themselves, there is a chance that a teleport spell will result in the target appearing too high or too low. A character appearing in solid matter (usually because they appeared to low) is instantly killed.

The chance of failure depends on how familiar the caster is with the destination:

Very Familiar: The caster can see the destination or the caster has spent several weeks there. Roll 1d100:

01-95 = On Target

96-99 = 1d10x10’ too high

00 = 1d10x10’ too low

Familiar: The caster has spent more than a day at the destination, or has spent several weeks scrying on the destination. Roll 1d100:

01-80 = On Target

81-90 = 1d10x10’ too high

91-00 = 1d10x10’ too low

Unfamiliar: The caster has been to the location but spent less than a day there, or the caster is currently scrying the location but has not studied it. Roll 1d100:

01-50 = On Target

51-75 = 1d10x10’ too high

76-00 = 1d10x10’ too low

Timestop

Magic-User 9, Elf 9
Target: Caster
Range: Personal
Duration: 1d4+1 rounds

This spell speeds up the caster so much that from their perspective time seems to have stopped.

From the caster’s point of view, time has effectively stopped, and they have 1d4+1 rounds during which everything else is frozen.

The extra rounds that a caster has during this spell are not affected by *Haste* and *Slow* effects that the caster might be under. The caster always gets the normal one action per round.

During the spell, the caster is still harmed by magical fire, cold, gas, poison and so on; but not by their non-magical equivalents.

The caster can move freely through air and water during the timestop, but cannot affect creatures or normal objects (other than those the caster was carrying when the spell was cast) in any way.

The caster can cast other spells during the timestop. Those of instant duration such as a *Fireball* spell will have no effect on anything other than the caster, and those with a non-instant duration will not come into effect until the timestop runs out.

The caster cannot pass through a *Protection From Evil* or an *Anti-Magic Shell* during the timestop.

Immortals within 50’ of the caster when the spell is cast (or whom the caster approaches within 50’ during the spell’s duration) are sped up alongside the caster and can interact with the caster and each other normally until they are no longer within 50’.

Transport Through Plants

Druid 6
Target: Caster and up to two others
Range: Touch
Duration: Instant

This spell allows the caster to magically enter a plant large enough to hold them within range that is and emerge from a similar plant at their chosen destination.

The caster can either specify an exact plant that they wish to emerge from, or specify a general location; in which case they will emerge from a random plant at that location. There is no limit to the distance that can be travelled using this spell, although both plants must be alive and both plants must be on the same plane and within the same celestial sphere.

If either plant is dead, or if there is no plant large enough to hold the caster at the specified location, the spell fails.

The caster can take up to two creatures with them, providing each creature is small enough to fit into the plants and each creature is willing.

This spell can only be cast once per day.

Travel

Cleric 7, Druid 7, Magic-User 8, Elf 8
Target: Special
Range: Personal
Duration: 10 mins/level

This spell allows the caster, to travel quickly, even from plane to plane.

The caster can fly at a rate of 120’ per round, and can enter another plane (adjacent to the caster’s current plane) by concentrating for a round. The caster can only enter one plane per 10 minutes.

The caster can also use this spell to open up a hole in a celestial shell in order to travel from a celestial sphere to the luminiferous aether or vice versa. The hole is 100’ in diameter, and lasts for 10 minutes before closing. Not even a *Wish* spell can hold such a hole open for longer.

The caster can also turn to smoke, and fly at double the normal rate (240’ per round).

While in smoke form the caster cannot use items or cast spells, but cannot be hurt by non-magical means. Also, while in smoke form, the caster cannot pass through a *Protection From Evil* spell or an *Anti-Magic Shell*.

The caster can bring up to one other creature with them for each five levels. All passengers must be touching the caster at all times, and the caster controls the direction and form of travel. Unwilling passengers may make a saving throw *vs Spells* to avoid the effect.

The caster must travel with all passengers, they cannot send passengers on while remaining behind.

When an Immortal is travelling under the effect of this spell, it costs them 5pp to cross a planar boundary, or 10pp if the planes either side of the boundary are both outer planes. Opening a hole in a celestial sphere costs an Immortal 100pp.

Truesight

Cleric 5, Druid 5
Target: Caster
Range: Personal
Duration: 10 mins + 1 rnd/level

This spell allows the caster to see all ethereal, hidden and invisible things within 120'.

The caster also sees the true form of any disguised, polymorphed and shapechanged creatures.

Finally, the caster can tell the alignment and level or hit dice of any creature by looking at them.

Turn Wood

Druid 6
Target: Special
Range: 360'
Duration: 10 mins/level

This spell creates an invisible force field 120' wide and 60' tall anywhere within 30' of the caster.

The field moves away from the caster at 10' a round until it reaches a maximum distance of 360' from the caster. The caster can stop the movement of the field at a shorter distance, but if they do so they can not re-start it again.

The field pushes all wood and wooden objects, including those held by creatures but excluding those securely fastened down, away. The objects aren't harmed by the pushing—if pushed against a wall they won't be damaged—but can't be moved back through the field and are therefore probably unusable.

The caster can cancel the spell at any time, or it can be dispelled. Otherwise, the force field remains until the end of the duration.

Ventriloquism

Magic-User 1, Elf 1
Target: One object or location
Range: 60'
Duration: 20 minutes

This spell allows the caster to make the sound of their voice come from the targeted object or location rather than from their own mouth.

The caster can still cast spells normally while this spell is in effect.

Wall of Fire

Magic-User 4, Elf 4, Sorcerer 4
Target: Special
Range: 60'
Duration: Concentration

This spell creates a vertical wall of fire of any shape with a total area of up to 1,200 square feet. The entire wall must be within 60' of the caster. The wall cannot be created in the space occupied by creatures or objects.

The wall blocks sight, and lasts as long as the caster concentrates.

The wall cannot be pushed through by creatures with less than 4 hit dice or levels. Creatures with 4 or more hit dice or levels can push through the wall but take 1d6 damage while doing so (cold based creatures and undead take double damage). Pushing through does break the wall or leave a hole in it.

Wall of Iron

Magic-User 6, Elf 6, Sorcerer 6
Target: Special
Range: 120'
Duration: Permanent

This spell creates a wall of solid iron, up to 500 square feet in area and 2' thick. The entire wall must be within 120' of the caster. The wall cannot be created in the space occupied by creatures or objects, and it must rest on the ground or similar support.

The wall is magical and lasts until it is dispelled, disintegrated or physically destroyed.

If the wall is toppled over, it will cause 10d10 damage to those it lands on, and then it crumbles to rust coloured dust and disappears. Any iron chipped or hacked off the wall also crumbles to rust coloured dust and disappears.

Wall of Stone

Magic-User 5, Elf 5, Sorcerer 5
Target: Special
Range: 60'
Duration: Permanent

This spell creates a wall of solid stone, up to 500 square feet in area and 2' thick. The entire wall must be within 60' of the caster. The wall cannot be created in the space occupied by creatures or objects, and it must rest on the ground or similar support.

The wall is magical and lasts until it is dispelled, disintegrated or physically destroyed.

If the wall is toppled over, it will cause 10d10 damage to those it lands on, and then it crumbles to sand. Any stone chipped or hacked off the wall also crumbles to sand and disappears.

Warp Wood

Druid 2
Target: One or more wooden weapons
Range: 240'
Duration: Permanent

This spell causes one or more wooden weapons within range to bend and twist and become unusable.

The spell will affect one arrow per level of the caster. Spears, javelins or magical wands count as two arrows each, and clubs, bows, axe or mace shafts, or staffs count as four arrows each.

Weapons wielded by creatures will be unaffected if their holders make a saving throw *vs Spells*. Weapons merely carried by creatures get no such saving throw.

Magic items have a 10% chance per magical plus (rolled independently of the saving throw, if any) to be unaffected.

Water Breathing

Druid 3, Magic-User 3, Elf 3, Sorcerer 3
Target: One creature
Range: 30'
Duration: 1 day

This spell lets the target creature breathe either water or air for the duration of the spell, and switch between the two automatically even if unconscious. It does not affect movement in any way.

Weather Control

Druid 7, Magic-User 6, Elf 6
Target: 720' radius around caster
Range: Personal
Duration: Concentration

This spell allows the caster to control the weather in the surrounding area. The spell only works outdoors, and lasts as long as the caster concentrates.

The caster may make any of the following conditions, and can change the conditions by one minute of concentration:

Clear: This nullifies any existing weather conditions, and has no special effect of its own.

Fog: Reduces visibility to 20' and halves the movement rate of all creatures.

Gales: Halves the movement rate of all creatures, and makes missile fire and flying impossible. Speeds up the movement of sailing ships by 50%. In a desert, sandstorms reduce visibility to 20'.

Heatwave: Halves the movement rate of all creatures and after 30 minutes dries up rain, mud and snow.

Rain: Gives a –2 penalty to attack rolls with missile weapons. After 30 minutes, the ground turns muddy and non-flying movement is halved.

Snow: Visibility is reduced to 20' and all non-flying creatures have their movement halved. After 30 minutes, standing water and slow rivers and streams freeze. When the snow thaws, the ground turns muddy and non-flying movement is halved.

Tornado: Treat as a 12 hit dice Air Elemental (see *Chapter 18: Monsters* for statistics) under the caster's control.

Web

Magic-User 2, Elf 2, Sorcerer 2
Target: 10'x10'x10' cube
Range: 10'
Duration: 8 hours

This spell creates a mass of sticky web in the area, blocking the area from movement and trapping all those within it. Creatures caught in the web can still defend themselves but cannot move.

To break through or out of the web takes 2d4x10 minutes for creatures of human strength. Creatures with giant strength (21+) can break through or out in two rounds, and creatures with ogre strength (18+) can break through or out in four rounds.

The web is highly flammable and if touched by a flame it will burn away in two rounds doing 1d6 damage to all creatures within it.

Wind Walker

Cleric 6, Druid 6
Target: None
Range: 60'
Duration: 1 day/level

This spell summons a wind walker (a type of monster—see *Chapter 18: Monsters* for details) and gives it a specific task. When the wind walker arrives, the caster must describe a creature or object (and can optionally describe its location to make the walker's task easier and more likely to succeed).

The wind walker will then search for the object or creature and do its best (fighting to the death if necessary) to return it to the caster. It will not be distracted from this task except to defend itself.

However, if the duration of the spell runs out before the walker has returned with the item then the walker will drop the item (if it already has it) and return immediately to the caster and attempt to slay them unless the caster was an Immortal.

Wish

Cleric 7, Druid 7, Magic-User 9, Elf 9
Target: Varies
Range: Varies
Duration: Varies

This particularly powerful spell can only be cast by a 36th level caster with 18 or higher wisdom.

The caster speaks a wish out loud and the universe itself—a power beyond even the Immortals, although Immortals are certainly capable of casting this spell—will rearrange matters to make the wish come true within limits.

If the wish is overly powerful, then it may be only partially granted or may be granted in a way that fits the caster's literal wording but goes against the caster's intent.

However, usage of this spell should *not* be allowed to degenerate into a contest between the player and the Game Master where the player tries to make the wording of the wish as airtight as possible in order to achieve an effect that the Game Master would otherwise not allow and the Game Master tries their best to find loopholes in the wording that they can use to mess up the player's intent.

Instead, if the Game Master is not happy with the wording of the wish because the effect is too powerful they should simply say that it does not work, and explain what it is about it that they think is too powerful.

The exact limits of this spell are left to the Game Master's discretion, although some default limitations and examples are given below:

A wish can duplicate the effects of any other magic-user spell of 8th level or lower, or any other cleric or druid spell of 6th level or lower.

A wish cannot give experience points or levels.

A wish can gain the caster treasure, goods or magic items worth up to 50,000gp, but at the cost of an equal number of experience points.

A wish cannot hurt or kill another creature (unless it is duplicating a lower level spell that might have that effect), but can inconvenience them such as by transporting them away.

A wish can change the species or race of an intelligent creature as if it had been killed and raised by the *Reincarnation* spell, with the caster choosing the new race. An unwilling target of this can make a saving throw *vs Spells* at a –4 penalty to avoid this effect.

Multiple wishes can permanently raise an ability score by one point, up to a maximum of 18. It takes a number of wishes equal to the new value of the ability score, and they must all be cast within a week by the same caster.

Some other spells, items or abilities specifically say that their effects can be altered by a wish or that their effects cannot be altered by a wish. Those effects override the limitations and permitted usages listed here.

When cast by an Immortal, this spell costs the Immortal 100,000 experience points, and this spell can not be used to increase an Immortal's ability scores.

Wizard Eye

Magic-User 4, Elf 4

Target: One invisible eye

Range: 240'

Duration: 1 hour

This spell creates an invisible magical eye the size of a human eye. It can see as well as a human and has the *Heatvision* ability of a demi-human.

The caster can see through and/or move the eye (40' per round) by concentrating, although it remains in existence for the duration even while the caster is not concentrating; returning to the caster's side and following them.

Wizard Lock

Magic-User 2, Elf 2

Target: One portal or other lock

Range: 10'

Duration: Permanent

This spell magically holds closed any door, gate or other portal; or magically holds locked any lock.

The caster can open the door at any time, but otherwise the door can only be forced open by creatures with at least three more levels or hit dice than the caster or by a *Knock* Spell. In either case, the door re-locks as soon as it is allowed to close, and this spell resumes until dispelled.

An Immortal can always open a door that is being held closed by a mortal's casting of this spell.

Wizardry

Cleric 7, Druid 7

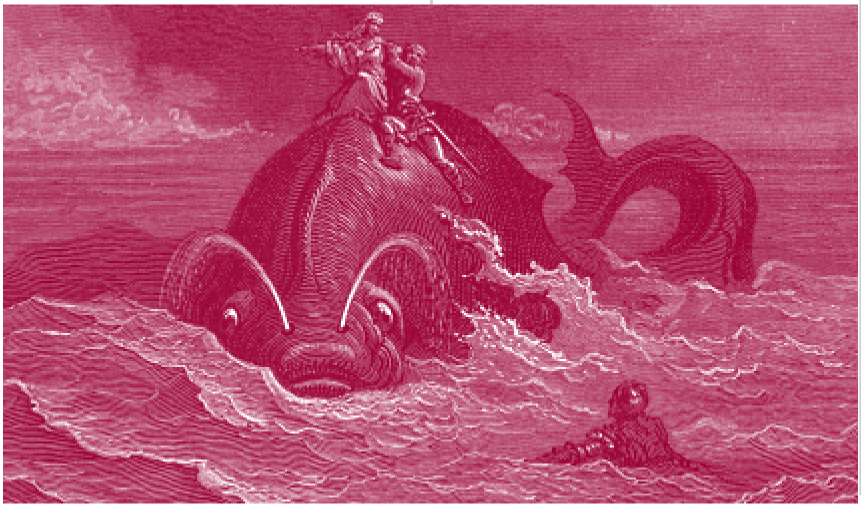
Target: One magical item

Range: Personal

Duration: 10 minutes

This spell allows the caster to use one magic item that is normally useable only by magic-users or elves (e.g. a wand or staff), or read one scroll containing a magic-user spell of up to third level.

If used to read a scroll, the scroll (but not others with the same spell) is considered "known" to the caster, who can use it at a later time after this spell has run out. The caster is treated as if they are a magic-user of the minimum level needed to cast the spell on the scroll.



Woodform

Magic-User 5, Elf 5

Target: None

Range: Touch

Duration: Permanent

This spell creates a mass of wood up to 1,000 cubic feet in area. The mass can be arranged in any manner the caster desires. The wood does not appear instantly, but takes time to form, ranging from a single round for a simple wooden wall to two hours to create something with a precise specification, such as a staircase.

Whatever the complexity of the shape, the wood must form a single piece with no moving parts. However, the caster can create the wood in a "rough" form, which can then have the *Woodform* spell cast on it again in order to either add to the object or reshape it. If the caster does create the wood in rough form, then this spell is cast once again to "set" the wood in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the wood takes, it cannot be created in the space where another object exists and must be created on a surface that can support its weight.

Once created, the wood is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Word of Recall

Cleric 6, Druid 6, Shaman 6

Target: Caster

Range: Personal

Duration: Instant

This spell instantly teleports the caster and their equipment (but no other creatures) back to the caster's home, providing the caster is on the same plane and within the same celestial sphere.

The caster must have a permanent home for this spell to work, and must have a private bedroom or meditation chamber within that home.

The caster automatically wins initiative in the round that they cast this spell, although it cannot be cast in a surprise round.

Part 3

Playing The Game

Chapter 8: Equipping For Adventure

They say that money makes the world go around, and that applies to the Dark Dungeons world just as much as it applies to the real world. Trade and commerce are the backbone of civilisation, and even brave adventurers need to buy things—from food to armour to ships or even siege artillery.

Money

The actual type of money that people use, in terms of the names and denominations of coins, will vary from campaign setting to campaign setting and probably from country to country within an individual campaign setting.

However, for simplicity's sake and consistency's sake, the Dark Dungeons rules assume a simple gold standard. The standard coin that most prices are measured in is the *Gold Piece* (usually abbreviated to simply *gp*). The value of a gold piece is—quite literally—its weight in gold, rather than any artificial economic value. Complex economic factors such as exchange rates are assumed not to exist.

A gold piece is a large (by real-world standards) gold coin approximately 3cm in diameter and 1/3cm in thickness. This amount of gold weighs 1.6 ounces, or 1/10 of a pound. Therefore a pound of gold is worth 10gp, and 10gp weighs a pound in weight.

Other coins are made from a similar weight of different metals—namely copper, silver, electrum (a natural alloy of gold and silver) and platinum. The relative rarity of these metals gives the different coins their different values relative to gold.

1 cp (copper piece) = 1/100 gp
1 sp (silver piece) = 1/10 gp
1 ep (electrum piece) = 1/2 gp
1 pp (platinum piece) = 5 gp

Starting Money

Newly created first level characters start with a set of peasant clothes, and with 3d6x10gp to spend on other items.

A newly created magic-user or elf character will also start with a spell book containing *Read Magic* and one other first level spell.

If a character is introduced in the middle of a campaign (to replace a dead character) then the Game Master should give the character money and equipment—including magic items—in line with the amount that the rest of the party have.

Encumbrance and Weight

Just as the gold coin is the standard for prices, the weight of a gold coin—1/10 of a pound—is used as the standard for weights. The weights of most items are measured in *Coins* (usually abbreviated to cn). A character can normally carry only 400cn without being slowed by the weight. The distance per round that a character can move carrying different weights is shown below:

Up to 400cn = 40'/round
401cn to 800cn = 30'/round
801cn to 1,200cn = 20'/round
1,201cn to 1,600cn = 10'/round
1,601cn to 2,400cn = 5'/round
2,401cn and over = Cannot move

Armour is counted when calculating the encumbrance of a character, but normal clothing is not counted if it is being worn, only if it is being carried.

Mystics can move faster than the standard 40'/round. When they are encumbered, reduce their movement proportionally by the same amount as that of other characters.

Example: Brother Karne is an 8th level mystic, and can therefore move at 65'/round. He is trying to escape from some ogres, carrying the unconscious body of Elfstar with him. In her armour, Elfstar weighs about 170lb, which is 1,700cn. This would slow down a normal person to an eighth of their normal speed (from 40'/round to 5'/round), so it slows Brother Karne down by the same proportion. Brother Karne can carry her at a speed of 8'/round (an eighth of 65'/round).

Table 8-1: Mundane Items

Item	Weight	Cost
20 Arrows	10cn	5gp
2 Arrows (silver)	1cn	10gp
Backpack (holds 400cn)	20cn	5gp
Belt	5cn	2sp
30 Bolts	10cn	10gp
3 Bolts (silver)	1cn	15gp
Boots (plain)	10cn	2gp
Boots (fancy)	15cn	5gp
20 Bullets	4cn	2gp
5 Bullets (silver)	1cn	25gp
Cloak (short)	10cn	5sp
Cloak (long)	15cn	1gp
Clothes (peasant)	20cn	5sp
Clothes (merchant)	20cn	5gp
Clothes (noble)	20cn	20gp
Clothes (royal)	30cn	50+gp
5 Darts	1cn	1gp
Grappling Hook	80cn	25gp
Hammer (small)	10cn	2gp
Hat	3cn	2sp
Holy Symbol	1cn	25gp
Holy Water (small vial)	1cn	25gp
Iron Spike	5cn	1sp
Lantern	30cn	1gp
Mirror (steel)	5cn	5gp
Oil (flask)	10cn	2gp
30 Pellets	6cn	1gp
5 Pellets (silver)	1cn	25gp
Pole (10')	100cn	1gp
Purse (holds 50cn)	2cn	5sp
Quiver	5cn	1gp
Rations (1 week's, dried)	70cn	15gp
Rations (1 week's, fresh)	200cn	5gp
Red Powder (flask)	10cn	5gp
Rope (50')	50cn	1gp
Sack (holds 200cn)	1cn	1gp
Sack (holds 600cn)	5cn	2gp
Spell Book	25cn	25gp
Tent	200cn	20gp
Thieves' Tools	10cn	25gp
Tinder Box	5cn	3gp
Torch	20cn	2sp
Waterskin (empty)	5cn	1gp
Waterskin (full, 1 day's)	30cn	1gp

Mundane Items

Arrows: Arrows are the ammunition used by bows. The same arrows are usable in either long or short bows. Arrows are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the arrows fired during that combat. The rest are either lost or unusable.

Backpack (holds 400cn): A leather or canvas backpack with shoulder straps for carrying things while leaving the hands free.

Belt: A sturdy leather belt.

Bolts: Bolts are the ammunition used by crossbows. The same bolts are usable in either heavy or light crossbows. Bolts are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the bolts fired during that combat. The rest are either lost or unusable.

Boots (plain): Simple yet sturdy hard leather boots for walking or riding in.

Boots (fancy): Ornate boots, possibly with fold-down tops or designs and patterns on the leather.

Bullets: Bullets are the ammunition used by guns. The same bullets are usable in either pistols or smoothbores. Bullets are not recoverable after they have been fired. Those that have not been lost will have been deformed beyond use.

Cloak (short): A waist length weatherproof outer garment.

Cloak (long): A knee or ankle length weatherproof outer garment.

Clothes (peasant): Simple clothes that a peasant or manual labourer (or even slave) would wear.

Clothes (merchant): High quality clothes that a middle-class artisan or merchant would wear.

Clothes (noble): Fancy clothing that a minor noble or other rich person would wear.

Clothes (royal): Extravagant and ostentatious clothing fit for a king or even an emperor.

Darts: Darts are the ammunition used by blowguns. The same darts are usable in either small or large blowguns. Darts are usually dipped in poison of some kind before use, although such poison is not included in the basic price. Darts are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the darts fired during that combat. The rest are either lost or unusable.

Grappling Hook: A large iron hook that is tied to the end of a rope and then swung over a target such as a wall or tree branch. The hooks catch on the target and support the weight of someone climbing the rope.

Hammer (small): A working hammer, for hammering nails, spikes or tent pegs.

Hat: A weatherproof hat made out of waxed linen.

Holy Symbol: This is a small symbol, usually metal, that represents an icon of the character's religion. Most clerics carry holy symbols, although they can operate without one.

Holy Water (small vial): Water that has been especially prepared by a cleric or other priest. It is used in some religious ceremonies and can damage some undead monsters.

Iron Spike: A 9" long iron nail. These find a multitude of uses, from wedging doors open (or shut) or to use as tent pegs. They are most useful if accompanied by a hammer for driving them into hard surfaces.

Lantern: An oil fired lamp that gives of light within a 30' radius. A single flask of oil will last 4 hours.

Mirror (steel): Useful for personal grooming, and also for seeing around corners or fighting creatures without looking at them directly. Fighting in such a manner gives a –2 penalty to attack rolls.

Oil (flask): Fine grade lantern oil. If a burning wick is inserted, it can also make an emergency missile weapon, doing 1d8 damage to all within a 5' radius, with a chance to also set them alight (see *Chapter 9: Dungeon Delving* for the dangers of being set alight).

Pellets: Pellets are the ammunition used by slings. Pellets are easy to lose in use. At the end of a combat, a character will only be able to recover half (round down) of the pellets fired during that combat. The rest are lost.

Pole (10'): A stout wooden pole often used to probe ahead or to prod suspicious looking piles of refuse.

Purse (holds 50cn): A small leather or cloth purse or pouch that ties to a belt.

Quiver: A leather container that holds 20 arrows or crossbow bolts.

Rations (1 week's, dried): Enough dried, smoked, or otherwise preserved food to feed a person for a week. The preservation means that this food will last for two months before going bad.

Rations (1 week's, fresh): Enough fresh food to feed a person for a week. The food will go bad after a week.

Red Powder (flask): Red powder is a naturally occurring magical substance with unusual properties. In large quantities such as in a barrel it is perfectly safe, but in small quantities it becomes dangerously flammable or even explosive. Although it is normally found in large underground deposits with the consistency of talc or other soft rock, it is normally ground up (in a water bath to stop it igniting) and then sold in powdered form. Water temporarily suppresses the explosive properties of red powder, but does not spoil it—it is usable again once it has dried sufficiently.

Red powder is normally used to power guns; a single flask is enough to power 100 gun shots or a single cannon shot. However, in an emergency a full flask can also have a wick or fuse stuck in it and lit, and then be hurled as a grenade like weapon. In this case it will explode for 2d6 damage to all within 10'. Targets that can make a saving throw *vs Breath Weapon* take only half damage.

Because of red powder's unusual self-stabilising property, multiple flasks cannot be combined in order to make bigger explosions.

Rope (50'): A strong hemp or silk rope that can support up to 7,500cn (approximately three people and their equipment).

Sack (holds 200cn): A canvas sack for either carrying in one hand or loading onto a horse or other beast of burden. Small enough to be tied around a belt.

Sack (holds 600cn): A canvas sack for either carrying in two hands or loading onto a horse or other beast of burden.

Spell Book: A large book for a magic-user or elf to write their spells into. A spell book contains 100 pages, and can hold up to 100 levels worth of spells.

Tent: A waxed canvas tent with wooden poles. Although heavy, such tents are invaluable when travelling through inclement weather and cold nights.

Thieves' Tools: A variety of lockpicks, needles, wire, pliers, etc. A thief cannot pick locks or disarm traps without a set of these tools.

Tinder Box: A set of fire making equipment in a water resistant box. Starting a fire with a tinder box takes 1d3 rounds.

Torch: A 1' to 2' length of wood dipped in pitch or tallow. A torch gives off light in a 30' radius and burns for one hour. If used in combat, a torch has the same statistics (and uses the same weapons feats) as a club.

Waterskin: A waterskin is a flexible bladder that can hold up to two pints of water or other liquid, enough for a person for one day.

Weapons

In all cases, refer to *Chapter 6: Weapon Feats* for full details of the weapon.

Axe, Battle: A battle axe is a two handed axe 2'-4' in length, usually with a double blade or a spike on the reverse of the blade.

Axe, Hand: A hand axe is a one handed axe 1'-2' in length, usually with a single blade. A hand axe is often thrown while its owner rushes towards melee range.

Blackjack: A blackjack, also known as a cosh, is a small leather club usually filled with sand. Blackjacks are too soft to do significant damage, but are very useful for temporarily knocking people unconscious without doing permanent damage.

Blowgun, Small: Small blowguns are tubes 1'-2' in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Small blowguns can be used in one hand. Blowguns require the use of darts as ammunition.

Blowgun, Large: Large blowguns are tubes 2'-4' in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Large blowguns require two hands to fire them. Blowguns require the use of darts as ammunition.

Table 8-2: Weapons

Item	Weight	Cost
Axe, Battle	60cn	7gp
Axe, Hand	30cn	4gp
Blackjack	5cn	5gp
Blowgun, Large	15cn	3gp
Blowgun, Small	6cn	6gp
Bola	5cn	5gp
Bow, Long	30cn	40gp
Bow, Short	20cn	25gp
Cestus	10cn	5gp
Club	50cn	3gp
Crossbow, Heavy	80cn	50gp
Crossbow, Light	50cn	30gp
Dagger	10cn	3gp
Halberd	150cn	7gp
Hammer, Throwing	25cn	4gp
Hammer, War	50cn	5gp
Javelin	20cn	1gp
Lance	180cn	10gp
Mace	30cn	5gp
Net	40cn	4gp
Pike	80cn	3gp
Pistol	20cn	250gp
Poleaxe	120cn	5gp
Shield, Horned	20cn	15gp
Shield, Knife	70cn	65gp
Shield, Sword	185cn	200gp
Shield, Tusked	275cn	200gp
Sling	20cn	2gp
Smoothbore	75cn	150gp
Spear	30cn	3gp
Staff	40cn	5gp
Sword, Bastard	80cn	15gp
Sword, Normal	60cn	10gp
Sword, Short	30cn	7gp
Sword, Two-Handed	100cn	15gp
Trident	25cn	5gp
Whip	100cn	10gp

Bolas: A bolas is a set of weights (usually three) on the ends of connected ropes 3'-4' in length. The bolas is whirled around and then thrown at the opponent in order to entangle or even strangle them.

Bow, Long: A long bow is a 4'-6' bow, either made from a single piece of wood or a composite of different woods. A long bow requires both hands to fire. Bows require the use of arrows as ammunition.

Bow, Short: A short bow is a 3'-4' bow, either made from a single piece of wood or a composite of different woods. A short bow requires both hands to fire. Bows require the use of arrows as ammunition.

Cestus: A cestus is a spiked or bladed metal band that may either be worn around the hand or built into a gauntlet. Although only a small weapon, it can be used without incurring off-hand penalties.

Club: A club is a crude blunt weapon—little more than a roughly shaped piece of wood—that can be used in one hand.

Crossbow, Heavy: A heavy crossbow is a large two-handed missile weapon. It has powerful metal arms and a string that is pulled back using a crank. Crossbows require the use of bolts as ammunition.

Crossbow, Light: A light crossbow is a medium sized missile weapon, although it still needs two hands to wield. It has powerful metal arms and a string that is pulled back using a lever. Crossbows require the use of bolts as ammunition.

Dagger: A dagger is a short light blade which is 18" long or less. Daggers are popular weapons because their small size makes them easy to conceal and they can be either thrown or used in melee.

Halberd: A halberd is a large pole-arm 6' to 8' in length, the head of which has a long spike with an axe blade on one side and a hook on the reverse side.

Hammer, Throwing: A throwing hammer is a one handed hammer from 18" to 2' in length that is weighted for throwing. Despite the name, it can also be used in melee.

Hammer, War: A war hammer is a large one handed hammer, usually 2' to 3' in length. The head of a war hammer is often symmetrical to aid in balance.

Javelin: A javelin is a light one-handed throwing spear. Although primarily used as a thrown weapon, it can also be used in melee.

Lance: A lance is an extremely long spear, 9' to 12' long. It is too unwieldy to use on foot, and can only be used when mounted—in which case it can be used in one hand despite its length.

Mace: A mace is a one handed melee weapon consisting of a 2'-3' long shaft with a heavy metal head. The head can be smooth (round or pear shaped), can contain flanges or studs, or can even be sculpted into the shape of a fist or skull or other roundish object.

Net: Nets designed for use in combat are generally 6' to 9' in diameter, and usually have small weights around their edge to hold them open when they are flung. This arrangement lets them be thrown one-handed if held in their centre. Nets do no damage to opponents in combat, but are excellent defensive weapons.

Pike: A pike is an extremely long spear, 7' to 15' long. It can only be wielded using two hands.

Pistol: A pistol is a short gun, 9" to 12" long. It can be fired using only one hand, but needs both hands to reload. Pistols require both bullets as ammunition and red powder to fire them.

Poleaxe: A poleaxe consists of an axe blade (usually single sided, but occasionally double sided) with a 6' to 8' long shaft. It is wielded in both hands like a large two-handed axe.

Shield, Horned: A horned shield is a small (1') buckler (strap-on shield) with a horn, spike or blade protruding from the centre at right angles to the shield. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Knife: A knife shield is a small (1') buckler (strap-on shield) with a knife blade protruding from either side, at right angles to the arm. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Sword: A sword shield is a medium sized (1') buckler (strap-on shield) with a sword or spear blade protruding from the end, parallel to the wielder's arm so that it sticks out from behind their hand. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Tusked: A tusked shield is a large hold-out shield, with spikes all around the edge and a spike protruding from the centre. This heavy shield must be used in two hands, and it does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Sling: A sling is a long (4' to 6') leather cord with a pouch half way along. The wielder straps one end of the cord around their wrist and holds the other end in the same hand. They then place a lead pellet in the pouch and swing the cord over their head. At the mid-point of the swing, they let go of the loose end, which releases the pellet. Slings normally require pellets as ammunition, although they can be used with stones taken from the ground, albeit with a –1 penalty on to-hit and damage rolls.

Smoothbore: A smoothbore is a long gun, 3' to 5' long. It requires two hands to both fire and reload. Smoothbores require both bullets as ammunition and red powder to fire them.

Spear: A spear is a 5' to 7' long shaft with a stabbing blade on the end. Despite its length, a spear is a well balanced weapon and can either be used in melee one-handed or thrown.

Staff: A staff is one of the most simple weapons. It consists of just a length of wood 5' to 7' in length, which is wielded in two hands.

Sword, Bastard: A bastard sword, also known as a longsword, is a sword with a long (3' to 4') narrow blade that is used either one-handed or two-handed. The same weapon proficiency covers both forms of usage.

Sword, Normal: A normal sword is a one-handed sword with a straight or curved blade 2' to 3' long. This category of sword encompasses a variety of different styles of sword, ranging from scimitars to broadswords and even rapiers.

Sword, Short: A short sword is a sword with a straight 18” to 2’ blade. Primarily used as a stabbing rather than slashing weapon, this small blade can be used in one hand.

Sword, Two-Handed: A two-handed sword, sometimes known as a greatsword, is a large and heavy sword with a 4’ to 5’ blade. It is always used in two hands.

Trident: A trident is a short (4’ to 6’) spear which is split at the end into three tines, like a fork. Each tine is usually barbed. A trident is used in one hand either in melee or as a thrown weapon, and is often used as a fishing spear, since the barbs on the points can lift the fish out of the water when the trident is withdrawn.

Whip: A whip is a woven leather cord from 5’ to 15’ in length that is used in one hand. Whips do little damage, and are more often used for corporal punishment than for serious combat.

Armour

Armour is toughened clothing, made out of leather or metal, that protects its wearer. In game terms, this reduces the armour class of the character wearing it from the default value of 9 to a better (i.e. lower) value. This value may be further adjusted by dexterity or magical factors, or by use of a shield.

Although armour is made from a variety of pieces—from vambraces and greaves through to helmets and gauntlets—armour in Dark Dungeons is assumed to come in sets. Two sets of chain mail are considered to be the same, even if one consists of a chain shirt, chain trews and a coif whereas the other consists of a chain hauberk with leather vambraces and a steel helmet.

Since most people making armour—and especially those making magical armour—will be doing so for customers of different races, most armour is made with straps and so forth that can adjust it to fit wearers of differing size. Therefore all humans and demihumans can wear the same armour. Similarly, most humanoids of approximately the same human to halfling size range can also wear the same armour.

Table 8-3: Armour

Item	Armour Class	Weight	Cost	Notes
Shield	-1 to AC	100cn	10gp	Useable by Druids
Leather Armour	7	200cn	20gp	Useable by Druids and Thieves
Scale Mail	6	300cn	30gp	
Chain Mail	5	400cn	40gp	
Banded Mail	4	450cn	50gp	
Plate Mail	3	500cn	60gp	
Suit Armour	0	750cn	250gp	See Description

Table 8-4: Pack and Riding Animals

Item	Carrying Capacity	Speed	Cost
Camel	3,000cn	50’/rnd	100gp
Donkey	2,000cn	30’/rnd	20gp
Horse (Draft)	4,500cn	30’/rnd	40gp
Horse (Riding)	3,000cn	80’/rnd	75gp
Horse (War)	4,000cn	40’/rnd	250gp
Mule	3,000cn	40’/rnd	30gp
Pony	2,000cn	70’/rnd	35gp

Table 8-5: Land Transport Equipment

Item	Carrying Capacity	Weight	Cost
Saddle and Tack	200cn	300cn	25gp
Saddle Bags	800cn	100cn	5gp
Trap (1 donkey/mule/pony)	2,000cn	-	50gp
Cart (1 horse or 2 mules/ponies)	4,000cn	-	100gp
Cart (2 horses or 4 mules/ponies)	8,000cn	-	100gp
Wagon (2 horses)	15,000cn	-	200gp
Wagon (4 horses)	25,000cn	-	200gp

Banded Mail: This is a suit primarily composed of chain mail with horizontal metal strips fastened into the mail. Banded mail gives a character an armour class of 4. It doesn’t quite have the protection of plate mail, but is cheaper and lighter.

Chain Mail: This is a suit primarily composed of small metal rings that are linked together to form a flexible protective material. Chain mail gives a character an armour class of 5.

Leather Armour: This is a suit primarily composed of leather plates and strips. The leather is often boiled in wax to harden it. Leather armour gives an armour class of 7, and because it is made from natural materials it can be worn by druids. It is also light and quiet enough to be worn by thieves.

Plate Mail: This is a suit primarily composed of large metal plates—the largest being the breastplate—linked together with chain mail. Plate mail gives a character an armour class of 3. It is the best armour that can be bought second hand or looted, since suit armour must be custom made.

Scale Mail: This is a suit primarily composed of leather plates that have metal scales or studs sewn onto them for added protection. Scale mail gives a character an armour class of 6.

Shield: A shield is a large solid piece of wood or metal that is either held in one hand or strapped to one arm. It is used to parry melee attacks and provide cover from missile attacks. A shield is normally used in conjunction with armour and provides and extra bonus of –1 to the character’s armour class. If used without other armour, a shield provides a bonus of –1 to a character’s natural armour class of 9, for a total armour class of 8. Wooden shields may be used by druids, since they are made of natural materials.

Suit Armour: This is a suit primarily composed of overlapping metal plates, with chain mail underneath.

Table 8-6: Barding

Item	Armour Class	Weight	Cost
Leather Barding	7	250cn	40gp
Scale Barding	6	400cn	75gp
Chain Barding	5	600cn	150gp
Banded Barding	4	1,500cn	400gp
Plate Barding	3	3,000cn	500gp
Field Barding	2	4,000cn	600gp
Joust Barding	0	5,000cn	700gp

Also known as jousting plate, suit armour must be specially made to fit its owner—and is often worn by nobility as a status symbol as much as for protection. However, it does provide more protection than any other (non-magical) armour. Suit armour gives a character an armour class of 0, and also reduces all damage done to the character by area effect attacks (such as *Fireball* spells and dragon's breath) by one point per die of damage. If the suit armour is magical, it reduces such damage by an additional point per two points of enhancement bonus.

Unfortunately, since suit armour is designed for tourney use and parades where the wearer spends their time on horseback, it is very bulky and noisy when worn on foot. When on foot, someone wearing suit armour can he heard moving up to 120' away, negating any chance of surprise; and only has a 1 in 6 chance per round of being able to stand unaided if knocked prone.

Land Transport

Whether trekking across a desert, riding from city to city, or driving a caravan of wagons filled with a dragon's hoard, adventurers often need land transport other than walking.

Pretty much all land transport is powered by animals, and the vast majority of these animals are horses and mules, ranging from the smallest pony to the largest draft horse.

The speeds listed in *Table 8-4: Pack and Riding Animals* are for the animals when carrying a load up to their listed carrying capacity. Animals can carry twice the listed load, but can only move at half the listed speed while doing so.

Animals pulling vehicles use the carrying capacity of the cart or wagon rather than their own capacity, and cannot be loaded whilst hitched to a vehicle in this manner. When pulling a vehicle, an animal moves at its normal speed when the vehicle is carrying up to its capacity and at half speed when the vehicle is carrying up to twice its capacity.

Banded Barding: This is a suit primarily composed of chain mail with horizontal metal strips fastened into the mail.

Banded barding gives an animal an armour class of 4, unless the animal's armour class is already better than 4.

Camel: Camels are normally only found in desert or semi-desert environments where horses don't fare well.

Cart: A medium sized two-wheeled vehicle pulled by one or more horses. A cart is designed for carrying cargo, and may optionally have a seat for a driver. If there is no seat, the horse must be led.

Chain Barding: This is a suit primarily composed of small metal rings that are linked together to form a flexible protective material. Chain barding gives an animal an armour class of 5, unless the animal's armour class is already better than 5.

Donkey: Donkeys are rarely ridden, but they make a cheap—if somewhat stubborn and wilful—pack animal.

Field Barding: This is a suit primarily composed of large metal plates linked together with chain mail. The plates are heavier and more numerous than normal plate barding. Field barding gives an animal an armour class of 2, unless the animal's armour class is already better than 2.

Horse (Draft): A large powerful horse, that sacrifices speed for strength and can carry heavy loads over long distances.

Horse (Riding): A typical horse, fast and light but easily spooked and not suitable for combat situations.

Horse (War): A large horse specially trained to not panic in combat situations.

Joust Barding: This is a suit primarily composed of overlapping metal plates that completely protect the front of the animal, to protect it from injury in jousting competitions. The plates are even heavier than field barding. Joust barding gives an animal an armour class of 0, unless the animal's armour class is already better than 0.

Leather Barding: This is a suit primarily composed of leather plates and strips. The leather is often boiled in wax to harden it. Leather armour gives an animal an armour class of 7, unless the animal's armour class is already better than 7.

Mule: A cross between a donkey and a horse, combining the best features of both. It is larger and stronger than a donkey, but smarter than a horse.

Plate Barding: This is a suit primarily composed of large metal plates linked together with chain mail. Plate barding gives an animal an armour class of 3, unless the animal's armour class is already better than 3.

Pony: A small light horse that is cheaper to feed and easier to care for than other breeds of horse, but lacks their strength.

Saddle and Tack: A saddle, blanket, bridle and reins—everything needed to ride a horse safely. It is possible to ride a horse bareback without these items, but and *Dex Checks* made to control the horse will be made at a –3 to effective dexterity.

The 200cn carrying capacity of a saddle and tack does not refer to the weight of the rider, but to the weight that can be carried in the bags and pouches that come with it.

Saddle Bags: Saddle bags are long pairs of sacks sewn together at the top with a length of material. They are slung over a horse's saddle so that one bag hangs down either side of the horse distributing the weight evenly.

Scale Barding: This is a suit primarily composed of leather plates that have metal scales or studs sewn onto them for added protection. Scale barding gives an animal an armour class of 6, unless the animal's armour class is already better than 6.

Trap: A small two-wheeled vehicle with two seats, that is pulled by a single pony, mule or donkey. Although a trap can be used for transporting cargo, it is primarily designed as a means of personal transport.

Wagon: A large four-wheeled vehicle, pulled by a team of horses. Wagons are mostly used for cargo transport, although some travelling people live in them as an alternative to tents.

Sea Transport

For long distance travel, it is much more efficient to travel by boat than by land—and depending on the destination, land travel may not be possible.

If characters are travelling along an established route, they can book passage on an existing ship. If not, they may need to buy a ship and hire crew to sail it.

All ships and boats need skilled crew to sail them, and some also need unskilled rowers. If more than 5 crew are needed one of them must be a captain, and if more than 15 crew are needed one of them must be a captain and one of them must be a first mate.

Crew (and troops, if mentioned in the description) do not count towards a ship's carrying capacity.

Barque: A barque is a three masted ocean going ship 100'-150' long and 25'-30' wide, with a draft of 10'-12'. There are raised decks at the fore and aft, and the ship can be fitted with up to two light catapults or cannons.

In addition to its crew, a barque may house 50 troops.

Table 8-7: Ships and Boats

Item	Weight**	Capacity	Minimum Crew	Move per Day	Cost
Barque	400 tons	20,000cn	20 Crew	90 miles	20,000gp
Canoe, River	1,000cn	6,000cn	1 Crew	18 miles	50gp
Canoe, Sea	3,000cn	6,000cn	1 Crew	18 miles	100gp
Galley*	50 tons	10,000cn	10 Crew, 60 Row	90 miles	10,000gp
Longship*	30 tons	15,000cn	75 Crew	90 miles	15,000gp
Passage, Average	-	6,000cn	-	-	1sp/5 miles
Passage, Basic	-	1,500cn	-	-	1sp/20 miles
Passage, Luxury	-	15,000cn	-	-	1sp/mile
Passage, Skysailing	-	15,000cn	-	-	1gp/mile
Quinquireme	120 tons	60,000cn	30 Crew, 300 Row	72 miles	60,000gp
Raft, Professional	5,000cn	10,000cn	-	12 miles	100gp
Raft, Scavenged	5,000cn	5,000cn	-	12 miles	-
River Barge*	10 tons	40,000cn	2 Crew, 8 Row	36 miles	4,000gp
Rowing Boat*	5,000cn	1,000cn	-	18 miles	1,000gp
Sail of Skysailing	500cn	100 tons	1 Spell caster	Varies	200,000gp
Skiff*	5 tons	20,000cn	1 Crew	72 miles	3,000gp
Sloop*	70 tons	5,000cn	10 Crew	72 miles	5,000gp
Trireme*	80 tons	30,000cn	20 Crew, 180 Row	72 miles	30,000gp
Troopship	400 tons	30,000cn	20 Crew	54 miles	30,000gp

*These ships may be equipped with a *Sail of Skysailing*
**1 ton = 20,000cn

Canoe, River: A canoe is a small boat 15' long and 3' wide with a 1' draft. A canoe is normally made of waxed canvas or hides stretched over a wooden frame, and has one or two seats. Canoes are designed for use in rivers and swamps, and can easily be carried across land. A canoe weighs 1,000cn if carried—but two people can share the weight.

Canoe, Sea: A sea canoe is a small boat 15' long and 3' wide with a 1' draft, with one or two floats held out either side for stability. A sea canoe is normally made of waxed canvas or hides stretched over a wooden frame, and has one or two seats. Sea canoes are designed for use in coastal waters, and can be carried across land.

A canoe weighs 3,000cn if carried—but two to four people can share the weight.

Galley: A galley is an ocean-going ship 60'-100' long and 10'-15' wide with a 2'-3' draft. Because of its small draft, it can travel along rivers as long as they are wide enough for it.

The listed speed is for the galley under sail. If becalmed, it can be rowed at 18mi/day. A galley has a single line of rowers.

A galley can be fitted with a light ship's ram (at a cost of 3,000gp) and up to two light catapults or cannons.

In addition to its crew, and rowers it will normally house 20 troops.

Longship: A longship is a single masted boat 60'-80' long and 10'-15' wide, with a 2'-3' draft. It is designed for troop transport along rivers and coasts. The 75 crew normally act as both rowers and troops when necessary.

The listed speed is for the longship under sail. If becalmed, it can be rowed at 18mi/day.

Passage, Average: Average passage includes a small shared cabin that can hold up to 1,000cn plus the character, basic meals, and an additional 5,000cn of hold space.

Passage, Basic: Basic passage includes a bunk in a shared hold with space for 500cn plus the character, no meals unless the character brings their own food or pays for ship's food separately, and 1,000cn of hold space.

Table 8-8: Buildings

Item	Cost
Arrow Slit	10gp
Barbican	37,000gp
Battlement (100')	500gp
Building, Stone	3,000gp
Building, Wood	1,500gp
Door (Secret)	Cost x5
Door, Exterior (Iron/Stone)	100gp
Door, Interior (Iron/Stone)	50gp
Door, Interior (Reinforced)	20gp
Door, Interior (Wood)	10gp
Drawbridge	250gp
Dungeon Corridor	500gp
Floor, Flagstone	100gp
Floor, Tile	100gp
Floor, Wood	40gp
Gate, Wooden	1,000gp
Gatehouse	6,500gp
Keep, Square	75,000gp
Moat, Filled	800gp
Moat, Unfilled	400gp
Shifting Wall	1,000gp
Shutters (Window)	5gp
Staircase, Stone	60gp
Staircase, Wood	20gp
Tower, Bastion	9,000gp
Tower, Round Large	30,000gp
Tower, Round Small	15,000gp
Trap Door	Cost x2
Wall, Castle	5,000gp
Wall, Wood	1,000gp
Window, Barred	20gp
Window, Open	10gp

Passage, Luxury: Luxury passage includes a spacious private cabin that can store up to 5,000cn plus the character, excellent meals, and an additional 10,000cn of hold space.

Passage, Skysailing: Skysailing passage is passage on a ship equipped with a *Sail of Skysailing* which enables it to fly at great speed. This price is for atmospheric travel only. Voidspeed travel is charged at 100gp/day in addition to the mileage to the edge of the atmosphere.

Quinquirime: A quinquirime is an ocean-going ship 120'-150' long and 20'-30' wide with a 4'-6' draft. Because of its width, it cannot usually travel along rivers.

The listed speed is for the quinquirime under sail. If becalmed, it can be rowed at 12mi/day by five tiers of rowers.

A quinquirime includes a heavy ship's ram and fore and aft towers. It can be fitted with up to three light catapults or cannons. In addition to its crew, it will normally house 75 troops.

Raft: A raft is a flat platform 10' long and 10' wide, with a 3"-6" draft. A raft is the most basic of vessels, and is normally limited to swamps, lakes and slow moving rivers. Up to 12 rafts can be lashed together to make a single larger raft with proportionally higher carrying capacity.

River Barge: A river barge is a flat-bottomed sail-less boat 20'-30' long and 10' wide with a 2'-3' draft. It is normally used for carrying cargo up and down slow moving rivers.

Rowing Boat: A rowing boat is a small sail-less boat 20' long and 4'-5' wide, with a 1'-2' draft. Rowing boats are often stored on larger ships and used to transport people to and from shore or, in an emergency, used as lifeboats. Each rowing boat stored in this manner takes up 5,000cn of its parent ship's capacity.

Sail of Skysailing: A sail of skysailing is a magical sail made chiefly from the silk of phase spiders. Sails of skysailing can be attached to most boats and ships that weigh 100 tons or less, although some very small boats such as rafts and canoes are unsuitable as they have nowhere to fasten it.

When fitted to a new ship for the first time, the sail must be left in place for a week in order to attune to that ship. During that time, the sail changes shape to fit the rigging of the ship.

Once attunement has taken place, the sails can be hoist (on that individual ship) or stowed repeatedly without losing the attunement. However, a Sail of Skysailing can only be attuned to one ship at a time, and cannot be used on a different ship—not even one of the same design—without being re-attuned.

See *Chapter 12: Into the Wider World* for detailed rules on using sails of skysailing to fly a ship.

Skiff: A skiff is a single masted boat 15'-45' long and 5'-15' wide with a 3'-8' draft. It is designed for lakes and coastal waters, and can sometimes be too deep keeled for river use.

Skiffs are commonly used as fishing boats.

Sloop: A sloop is a one or two masted ocean going ship 60'-80' long and 20'-30' wide, with a draft of 5'-8'. There may be a raised deck at the aft.

In addition to its crew, a sloop may house 25 troops.

Trireme: A trireme is an ocean-going ship 120'-150' long and 15'-20' wide with a 3' draft. Because of its small draft, it can travel along rivers as long as they are wide enough for it.

The listed speed is for the trireme under sail. If becalmed, it can be rowed at 18mi/day by three tiers of rowers.

A trireme can be fitted with a heavy ship's ram (at a cost of 10,000gp) and up to two light catapults or cannons. In addition to its crew, it will normally house 50 troops.

Troopship: A troopship is a three masted ocean going ship 100'-150' long and 25'-30' wide, with a draft of 10'-12'. The hull is the same as that of a large sailing ship, but the ship has been converted to carry the maximum number of troops. A troopship often has large fold-down doors on its sides so that troops—often including cavalry—can rapidly exit.

In addition to its crew, a troopship will normally house 100 troops.

Buildings & Dungeons

When characters get to higher levels, they may wish to settle down. Whether taking over and repairing an existing structure, or starting from scratch; building work is expensive.

The prices for buildings all include the cost of the unskilled and semi-skilled labour that does the building, but do not include the cost of skilled architects and engineers.

Buildings take one day per 500gp (or part of 500gp) total cost, and need one engineer on site to oversee the building process per 100,000gp (or part of 100,000gp) total cost.

The listed costs assume that the building is being built as an outpost in a remote but not inaccessible region. If a building is being built in an inaccessible region, double the costs—and if a building is being built in a heavily settled region halve the costs.

Often a building—particularly one with an unusual purpose such as a temple—will require features of custom size, for example larger doors than normal.

The prices of these features should be based on the standard prices for similar features and increased or decreased proportionally.

Arrow Slit: A narrow window designed to let defenders shoot out whilst not exposing them to returning fire.

Barbican: A pair of 30’ tall x 20’ wide towers flanking a 20’ square gatehouse built as a single unit. Price includes iron portcullis.

Battlement (100’): 100’ of crenellated wall with a parapet behind it. The price only includes the crenellations and parapet, not the wall that the battlement is on.

Building, Stone: A two story stone building, such as a large stone house, stables, or an inn.

Building, Wood: A two story wooden building, such as a large wooden house, stables, or an inn.

Door (Secret): A door that is disguised and hidden so that it will not be noticed unless searched for.

Door, Exterior (Iron/Stone): A heavy exterior double-door, 7’ tall by 6’ wide.

Door, Interior (Iron/Stone): A heavy internal door, 7’ tall and 3’ wide.

Door, Interior (Reinforced): A wooden internal door reinforced with iron bands, 7’ tall and 3’ wide.

Door, Interior (Wood): A standard wooden internal door, 7’ tall and 3’ wide.

Drawbridge: A 10’ wide, 20’ long reinforced wooden bridge that can be raised or lowered.

Dungeon Corridor: A 10’ x 10’ x 10’ section dug out from rock. The cost is multiplied by the depth of the dungeon (in multiples of 50’), for example digging a 10’ x 10’ x 10’ section at a depth of 150’ will cost triple the listed price: 1,500gp.

Floor, Flagstone: A 10’ x 10’ section of floor covered in flagstones.

Floor, Tile: A 10’ x 10’ section of floor covered in tiles.

Floor, Wood: A 10’ x 10’ floor covered in polished fitted wood.

Gate, Wooden: A 20’ tall by 10’ wide wooden gate, reinforced and barred, suitable for putting in a stockade wall.

Gatehouse: A 30’ high building 20’x20’ in area. Price includes iron portcullis.

Keep, Square: A heavily reinforced stone building 80’ tall and 60’ x 60’ in area.

Moat, Filled: 100’ length of 10’ deep, 20’ wide canal.

Moat, Unfilled: 100’ length of 10’ deep, 20’ wide ditch.

Shifting Wall: A 10’ x 10’ wall which has a counterbalance and mechanism for moving it.

Shutters (Window): Window shutters that provide little military defence, but protect against bad weather.

Staircase, Stone: A stone staircase 3’ wide with a 10’ ascent.

Staircase, Wood: A wooden staircase 3’ wide with a 10’ ascent.

Tower, Bastion: A half-circle tower, 30’ tall and 30’ diameter.

Tower, Round Large: A 30’ tall, 30’ diameter round tower.

Tower, Round Small: A 30’ tall, 20’ diameter round tower.

Table 8-8: Hirelings

Class and Level	Cost per Mission*
Commoner	50gp
Cleric (1st)	150gp
Cleric (2nd)	300gp
Cleric (3rd)	600gp
Cleric (4th)	1,200gp
Cleric (5th)	2,500gp
Dwarf (1st)	220gp
Dwarf (2nd)	440gp
Dwarf (3rd)	880gp
Dwarf (4th)	1,700gp
Dwarf (5th)	3,500gp
Elf (1st)	400gp
Elf (2nd)	800gp
Elf (3rd)	1,600gp
Elf (4th)	3,200gp
Elf (5th)	6,400gp
Fighter (1st)	200gp
Fighter (2nd)	400gp
Fighter (3rd)	800gp
Fighter (4th)	1,600gp
Fighter (5th)	3,200gp
Halfling (1st)	200gp
Halfling (2nd)	400gp
Halfling (3rd)	800gp
Halfling (4th)	1,600gp
Halfling (5th)	3,200gp
Magic-User (1st)	250gp
Magic-User (2nd)	500gp
Magic-User (3rd)	1,000gp
Magic-User (4th)	2,000gp
Magic-User (5th)	4,000gp
Mystic (1st)	200gp
Mystic (2nd)	400gp
Mystic (3rd)	800gp
Mystic (4th)	1,600gp
Mystic (5th)	3,200gp
Thief (1st)	120gp
Thief (2nd)	240gp
Thief (3rd)	480gp
Thief (4th)	960gp
Thief (5th)	2,000gp

*Or per month of wilderness exploration

Trap Door: a 5’ x 5’ section of false floor with an opening mechanism that allows it to drop anyone standing on it through a hole in the floor.

Table 8-9: Mercenaries

Mercenary Type	Human Cost	Dwarf Cost	Elf Cost	Goblin Cost	Orc Cost
Archer	5gp/month	-	10gp/month	2gp/month	3gp/month
Cavalry, Heavy	20gp/month	-	-	-	-
Cavalry, Light	10gp/month	-	20gp/month	-	-
Cavalry, Medium	15gp/month	-	-	-	-
Crossbowman	4gp/month	6gp/month	-	-	2gp/month
Footman, Heavy	3gp/month	5gp/month	6gp/month	-	15sp/month
Footman, Light	2gp/month	-	4gp/month	5sp/month	1gp/month
Horse Archer	15gp/month	-	30gp/month	-	-
Longbowman	10gp/month	-	20gp/month	-	-
Militia	1gp/month	-	-	-	-
Pony Crossbowman	-	15gp/month	-	-	-
Wolf Rider	-	-	-	5gp/month	-

Wall, Castle: 100' length of 20' tall and 5' thick reinforced stone wall, with a walkway and battlements on the top.

Wall, Wood: 100' length of 20' tall and 5' thick reinforced wooden wall, with a walkway on the top.

Window, Barred: A 3' x 1' window with bars to prevent ingress and egress.

Window, Open: A 3' x 1' open window.

Services

Whether looking for hired help to take out a goblin's lair, or looking for crew to accompany you on a sea voyage, or looking for people to manage your estates, or even looking for a cleric to raise your friend; adventurers need the services of others. Employees of the characters come in three types—Hirelings, Mercenaries and Specialists.

Hirelings

Hirelings are adventurers (or would-be adventurers) willing to temporarily join a party for a mission.

Although hirelings travel with—and adventure with—a party, they are not equal party members. They view the party as employers rather than companions, and may desert or even rebel against their employers if maltreated or exposed to excessive danger. See *Chapter 10: Combat* for details of morale.

Since parties are prone to argument and internal disagreements, hirelings are normally employed by—and follow the orders of—a single designated "party leader".

This will normally be the party member with the highest charisma. See *Chapter 3: Basic Game Concepts* for details on how charisma affects the employment of hirelings. Hirelings will not normally obey suicidal orders or allow themselves to be used as "trap detectors". They are there to help out in fights and to help in transporting supplies and loot, not to act as monster fodder.

Getting the right hirelings can be a tricky business. On the one hand a party will want to hire competent help who are likely to survive the adventure and prove useful, but on the other hand there is both a cost consideration and also the consideration that particularly competent adventurers are likely to be interested in adventuring on their own rather than seeking employment with an existing group, since that is much more lucrative.

Although exact details may vary depending on the campaign world, a useful rule of thumb is that hirelings that are available will range from commoners to adventurers of half the level of the party leader (rounded down, but with a minimum of first level and a maximum of fifth level).

They can be hired for a single adventure for a cost in gold of a tenth of the experience that a character of their class would need for the level above theirs (or 50gp for a commoner), or for an extended expedition into the wilderness for that cost per month. The party are expected to provide whatever equipment or mounts are needed by the hirelings, and they will expect half payment in advance.

Example: A party whose leader is fifth level wishes to employ some hirelings to accompany them on a mission to drive out an orc encampment that has been raiding in the local area.

Since the party leader is fifth level, hirelings of up to 2nd level will be available.

A 2nd level thief needs a total of 2,400xp to reach 3rd level, that 2nd level thief would demand payment of a tenth of that in gold—i.e. 240gp. A 2nd level magic-user, on the other hand, would need 5,000xp to reach 3rd level, that 2nd level magic-user would demand payment of a tenth of that in gold—i.e. 500gp.

Hirelings do not normally expect a share of treasure or magic items over and above their pay, although if given (or promised) such a share then their morale will be higher. Hirelings who are given magic items to test will expect to be allowed to keep those magic items as payment for the dangers involved in testing them.

Mercenaries

If characters need an entire army, rather than just a few helpers, they can hire mercenaries. Mercenaries are trained troops that will work and fight for pay. The cost for mercenaries of different types are listed in *Table 8-9*. The listed costs are for peacetime guarding and patrolling duties. For active war-time duties, double all costs.

When hiring mercenaries, they are assumed to come with captains and other leaders as part of the cost.

Mercenaries provide their own equipment when first hired, but if garrisoned for an extended period their employer is expected to provide armourers and blacksmiths to repair and maintain their equipment.

Archer: First level fighters (or racial equivalent) armed with short bows and swords and wearing leather armour.

Cavalry, Heavy: First level fighters armed with swords and lances and wearing plate armour, riding war horses in plate barding.

Cavalry, Light: First level fighters (or racial equivalent) armed with lances and wearing leather armour, riding war horses in leather barding.

Cavalry, Medium: First level fighters (or racial equivalent) armed with lances and wearing chain mail armour, riding war horses in chain barding.

Crossbowman: First level fighters (or racial equivalent) armed with heavy crossbows and wearing chain mail armour.

Footman, Heavy: First level fighters (or racial equivalent) armed with swords and shields and wearing chain mail armour.

Footman, Light: First level fighters (or racial equivalent) armed with swords and shields and wearing leather armour.

Horse Archer: First level fighters (or racial equivalent) armed with short bows, riding normal horses.

Longbowman: First level fighters (or racial equivalent) armed with longbows and swords and wearing chain mail armour.

Militia: Commoners armed with spears.

Pony Crossbowman: First level dwarves armed with crossbows and riding ponies.

Wolf Rider: Goblins armed with spears and wearing leather armour, riding dire wolves.

Specialists

Sometimes a character will need the help of a different kind of specialist. Maybe they need an engineer to oversee the building of a large castle, maybe they need a scribe to write their memoires, or maybe they just need a cleric to raise a dead party member.

All of these situations require the character to employ a skilled specialist of some kind or another.

Specialists will not expose themselves to danger, and will not accompany characters on adventures.

The costs for different types of specialists are listed in Table 8-10. Any specialist not listed in this table (for example a leatherworker or a scribe) should be assumed to have a cost of 5gp/month if skilled or 2gp/month if unskilled.

Animal Trainer: An animal trainer domesticates and trains unusual animals.

An animal trainer is not required for horses, mules, donkeys or dogs, but other animals can only be taught "tricks" by an animal trainer, who can handle up to six creatures of the same species at a time. The length of time needed to train an animal will depend on the animal type, but a month is average.

Armourer: An armourer makes and repairs armour. One armourer is needed per 50 troops, whether the troops are conscripted or mercenaries.

Artillerist: An artillerist is usually a fighter (or racial equivalent class) of 3rd to 5th level, who is in charge of the placement, maintenance and operation of siege weapons.

Bailiff: A bailiff is an official who looks after part or all of a castle, and makes sure that that part of the stronghold is in good repair.

Blacksmith: A blacksmith extracts pure iron from iron ore and makes steel.

Sometimes a blacksmith will also make simple metal goods; other times the blacksmith will simply make ingots of metal that other craftsmen will use.

Table 8-10: Specialists

Specialist Type	Cost
Animal Trainer	500gp/month
Armourer	100gp/month
Artillerist	750gp/month
Bailiff	5gp/month
Blacksmith	25gp/month
Castellan	2,000gp/month
Chamberlain	5gp/month
Chaplain	500gp/month
Chemist	1,000gp/month
Chief Magistrate	2,000gp/month
Engineer	750gp/month
Equerry	5gp/month
Guard Captain	4,000gp/month
Herald	400gp/month
Magist	3,000gp+/month
Marshal	5gp/month
Provost	5gp/month
Reeve	500gp/month
Rower	2gp/month
Sage	2,000gp/month
Sailor	10gp/month
Seneschal	4,000gp/month
Sheriff	5gp/month
Ship's Captain	250gp/month
Ship's Nagivator	150gp/month
Spellcaster for Single Spell	Special
Steward	1,000gp/month
Warden	5gp/month

Castellan: A castellan is usually a fighter (or racial equivalent class) of 5th to 9th level, and is in overall charge of the military aspects of a stronghold.

Chamberlain: A chamberlain is in charge of cleaning and cooking staff in a stronghold.

Chaplain: A chaplain is a cleric who works full-time at a stronghold looking after the chapel and performing religious services. Unlike clerics who work in independent temples around a dominion, the chaplain is salaried rather than living on donations and tithes.

Chemist: A chemist is a non-spellcaster who studies alchemy, and may make potions like a magic-user, but takes twice the time and cost to do so.

Chief Magistrate: A chief magistrate is in charge of justice within the dominion of a stronghold, and oversees the common magistrates and sheriffs.

Engineer: An engineer oversees the design and construction of buildings, roads, bridges, and other large scale structures. One engineer is needed per 100,000gp cost of a building project.

Equerry: An equerry is in charge of the stables, and is a specialised form of bailiff.

Guard Captain: A guard captain is usually a fighter (or racial equivalent) of 8th level or higher, and is in charge of both the rulers personal guard and the guarding of the stronghold.

Herald: A herald is in charge of making announcements, and also in charge of maintaining up to date news about (and coats of arms of) the rulers of nearby dominions. A herald also acts as an advisor on matters of etiquette.

Magist: A magist is a magic-user (or racial equivalent class) of 9th level or higher who acts as an advisor on magical affairs.

Marshal: A marshal is a fighter (or racial equivalent class) who is in charge of recruiting and training troops.

Provost: A provost collects taxes.

Reeve: A reeve is in charge of bookkeeping and accounts within a stronghold.

Rower: A rower is an unskilled seaman who rows in a galley.

Sage: A sage is an advisor who specialises in history and lore.

Sailor: A sailor is skilled at operating and maintaining ships and boats.

Seneschal: A seneschal, sometimes called a Vizier, is a ruler by proxy who speaks for the actual ruler of the dominion when the ruler is absent or when the ruler does not wish to bother with a particular matter.

Sheriff: A sheriff is responsible for law enforcement in an area of dominion.

Ship's Captain: A ship's captain is in charge of the wellbeing of a ship and its crew.

Ship's Navigator: A ship's navigator is in charge of ensuring a ship follows the correct course and getting it back on course if there have been problems.

Spellcaster for Single Spell: Sometimes a character doesn't need to employ a spellcaster over a long term. They simply need a single spell cast, whether it is to identify a magic item or to raise a dead companion back to life.

The issues involved in this vary depending on the type of caster. Clerics vary from religion to religion. While some secretive cults will simply refuse to cast spells for outsiders (or will only do so if paid in a similar manner to magic-users), the clerics of most mainstream religions are dedicated to good works and spreading the popularity of their religion. As such, they will generally cast spells for free, especially if it is for something they consider to be a good cause.

However, the problem is availability rather than cost—particularly for healing (and raising) clerical spells or others that would compete for the same spell slots. There may be a waiting list for such spells, as locals also need them. A few clerics may accept a bribe to push adventurers to the front of the queue, but most will not since their own lay members and followers come first.

When trying to get a spell cast by a mainstream cleric, roll 1d8 and consult the list below:

0 or less = There is no cleric who can (or is willing to) cast the spell at this time.

1-2 = There is a long queue of people wanting the spell. It will be available after 3d6 days.

3-4 = There is a queue of people wanting the spell. It will be available after 1d6 days.

5-6 = Spell is used up or not learned, but will be available the following day.

7 or more = Spell is available immediately.

Most of the time, the size of the temple or chapel will not affect the roll, since larger temples have more (and higher level) clerics but also serve greater numbers of lay worshippers.

However, if there is a particular reason for a high level cleric to be in a small temple, the roll should get a +1 bonus; and if there is a particular reason for a large temple to have a shortage of high level clerics then the roll should get a -1 penalty. Similarly, if the desired spell is 2nd level or lower the roll should get a +1 bonus and if the desired spell is 5th level or higher the roll should get a -1 penalty with an additional –1 penalty if the spell is 7th level.

Magic-users and elves, on the other hand, tend to set artificially high prices in order to not be constantly disturbed with petty requests. Generally, this will be a cost of 10gp/caster level for each consultation (whether that results in a spell being cast or not). Druids set similar prices, but will generally be interested in an equivalent value of goods, since they have little use for money.

Steward: A steward is in charge of household affairs at a stronghold, including housekeeping, maintaining food supplies, and so forth.

Warden: A warden is a military advisor subordinate to the castellan and is responsible for the defences of a particular area within the dominion or stronghold.

Siege Weaponry

Siege weaponry is, naturally enough, used when besieging a stronghold. However, it can also be used defensively firing from the stronghold itself or even used in naval warfare. Full rules for siege combat are found in *Chapter 14: War!*

Ballista: A ballista is a large crossbow mounted on a sturdy platform. It fires bolts that are the size of spears. It is most commonly used to shoot into formations of troops, as the spears are of little use against fortifications. A ballista on wheels can be pulled by a single horse, mule or pony.

Battering Ram: A large heavy post or log that is usually used to break down wooden walls or doors.

Table 8-11: Siege Weaponry

Item	Weight	Artillerists	Other Crew	Range	Damage	Fire Rate	AC	Hit Points	Cost	Ammo Cost
Ballista	6,000cn	-	4	100/200/300	1d10+6	1/2 rnds	4	9	75gp	2,000gp/wk
Battering Ram	3,000cn	-	10	-	1d6+8	1/2 rnds	-4	50	100gp	-
Belfry	250,000cn	-	-	-	-	-	0	75	750gp	-
Bore	3,000cn	-	10	-	1d6+14	1/2 rnds	-4	50	150gp	-
Cannon	10,000cn	2	3	250/350/450	1d10+10	1/3 rnds	-4	75	1,000gp	12,000gp/wk
Catapult, Heavy	18,000cn	1	7	250/325/400*	1d10+10	1/6 rnds	0	27	250gp	6,000gp/wk
Catapult, Light	12,000cn	1	5	200/250/300*	1d8+8	1/5 rnds	4	18	150gp	4,000gp/wk
Gallery Shed	8,000cn	-	8	-	-	-	4	40	300gp	-
Hoist	12,000cn	-	6	-	-	-	4	15	150gp	-
Ladder	900cn	-	2	-	-	-	4	3	3gp	-
Mantlet	4,800cn	-	-	-	-	-	0	16	16gp	-
Light Ship's Ram	-	-	-	-	3d8**	-	-	-	3,000gp	-
Heavy Ship's Ram	-	-	-	-	6d6**	-	-	-	10,000g	-
Timber Fort	7,200cn	-	-	-	-	-	0	32	32gp	-
Trebuchet	24,000cn	1	11	250/400/500*	1d12+13	1/6 rnds	0	50	400gp	8,000gp/wk

*Catapults and trebuchets have a *minimum* range of 150' **Ship's Rams do *full* damage against other ships.

If it is mounted inside a belfry or gallery sled, it only needs half the normal crew.

Belfry: A portable tower 30' tall with a drawbridge at the top and a door at the bottom, connected by an internal staircase. The belfry is pushed up to the walls of a fortification and then the drawbridge is lowered so that it rests on top of those walls. Troops climb the stairs and cross the drawbridge onto the fortification walls. A belfry needs to be pulled by a team of four horses or pushed by 20 humans. A belfry provides troops inside it with a –8 bonus to armour class.

Bore: A bore is a large drill hung from chains like a battering ram. It is pushed against the side of a fortification and used to drill into the side of it, weakening it.

Cannon: A cannon is basically an oversized gun on wheels that shoots large iron balls rather than bullets. Although lighter than catapults and trebuchets and requiring fewer untrained crew; cannons are expensive to make, require more trained crew, and require a steady supply of red powder to work.

Catapult: A catapult consists of a frame containing a wooden pole with a basket or bowl on the end that is pulled back under tension and then quickly released so that it springs forward within the frame hurling whatever was put in the bowl towards the enemy.

A light catapult can be towed by a single horse, and a heavy catapult can be towed by a pair of horses.

Gallery Shed: A gallery shed is a wooden frame with side walls and a roof but no end walls. It is used to either give cover to troops, allowing them to get close to a fortification, or to house a battering ram or bore. A gallery shed provides troops inside it with a –12 bonus to armour class.

Hoist: A hoist is a small platform fastened to a 30' tall pole which rests on a mobile base. It is pushed towards the wall of a fortification, and then elite troops stand on the platform while the crew pull it to the top of the pole by means of a rope and pulley system. Although it does not offer the protection that a belfry does, it is both cheaper and far more portable.

Ladder: This is simply a 30' long normal ladder that is put up against the wall of a fortification and climbed. Since it is very vulnerable to being dislodged or broken, it is normally only used for either stealth attacks or secondary attacks while most wall defenders are busy trying to fight off belfries and hoists.

Mantlet: A mantlet is an 8' long 4' high wooden palisade on wheels that up to five troops can use to shield themselves from missile fire as they advance towards a fortification.

A mantlet provides troops behind it with a –4 bonus to armour class.

Ship's Ram: A ship's ram is like a battering ram, except fastened to the front of a ship below the water line, offset to either side. The ship attacks by ramming its target with a glancing blow, so that the ship's itself doesn't get significantly damaged by impacting the enemy vessel with force, but the ram scrapes along the enemy's hull as the two ships pass. Ship's rams do *full* damage to other ships.

Timber Fort: A timber fort is a number of 8' long and 5' high sections of wooden palisade that can be carried on a wagon and quickly deployed in the field on order to provide cover from missiles. Once deployed, it cannot be moved with any great speed.

A timber fort provides troops inside or behind it with a –8 bonus to armour class.

Trebuchet: A trebuchet is a long pole with a sling on one end and a heavy weight on the other. The whole thing is mounted on a wheeled frame. The pole is pulled down so that the sling is down to the ground and can be loaded, then it is released—at which time the weight forces the pole to swing and the sling to fire the ammunition in the direction of the enemy.

Chapter 9: Dungeon Delving

The dungeon—whether an actual dungeon beneath a stronghold, an ancient tomb, or a more natural cave system—is the heart of the Dark Dungeons experience.

Dungeon delving is the most straightforward type of adventuring. The sort of dungeons that low level parties explore tend to be relatively enclosed environments that can often be explored a room at a time.

Time & Movement

When exploring dungeons, time is simply measured in straightforward hours and minutes, as opposed to combat rounds which last 10 seconds each. Characters in dungeons are assumed to be moving slowly and carefully, keeping a look out for danger, and therefore move at a much slower rate than in combat.

The movement speeds of characters are normally measured in feet per round. When exploring a dungeon, characters normally move at three times their normal movement speed per ten minutes.

Example: Elfstar is encumbered by her armour and weapons and has a movement speed of 30’/round. When exploring a dungeon, she will move at 90’ per ten minutes. Aloysius is unencumbered and has a movement speed of 40’ per round. When exploring a dungeon he will move at 120’ per ten minutes.

When moving over familiar routes, characters can move at full combat rates.

Generally, it is not necessary to switch from general timekeeping to round-by-round timekeeping for simple actions such as someone casting a spell or picking a lock. However, when an encounter happens and it looks like a fight is about to break out then you should start counting off time round by round.

Special Movement

Characters who are climbing or swimming move at half their normal speed (usually 20’/round).

Additionally, a character’s armour is counted three times when determining their swimming speed. Any character whose speed is reduced to zero or less by this extra encumbrance cannot swim at any significant speed but can keep afloat with effort. If a character’s speed is reduced all the way to “cannot move”, then they cannot even keep their head above water without aid.

Light & Darkness

Light levels in a dungeon will vary tremendously. If the dungeon is inhabited, it may also be lit; but since many creatures can see in the dark, this is not always the case.

Similarly, adventurers are likely to bring their own light sources with them. Sometimes adventurers or dungeon denizens may also have magical light sources or even sources of magical darkness. These all interact in the following hierarchy:

Normal Darkness: This is the default state in the absence of any natural or magical light. Humans can’t see in this darkness, although creatures with either the *Heatvision* or *Darkvision* abilities can use them to see.

Normal Light: Light from non-magical sources (e.g. Torches, lanterns or natural daylight) trumps normal darkness and overrides it. Creatures with the *Heatvision* or *Darkvision* abilities cannot use those abilities in normal light that is stronger than moonlight, but can see normally. A normal light is blocked by opaque objects and casts shadows behind such objects.

Light Spells: The *Light* spell creates a central light source (that hovers in the air or that moves with an object). That light source radiates magical light that is blocked by opaque objects. Creatures with the *Heatvision* or *Darkvision* abilities cannot use those abilities in the magical light, but can see normally.

Magical light from a *Light* spell trumps both normal light and normal darkness except where blocked.

Any location within the area of one or more *Light* spells and also one or more *Darkness* spells is either lit or darkened depending on which spell it is closest to the centre point of (excluding spells whose centre points are obscured from the location by opaque cover).

In the simplest case—of an overlapping *Light* spell and *Darkness* spell with nothing to obscure either of them—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Darkness Spells: The reversed form of the *Light* spell creates a central source of darkness that hovers in the air or that moves with an object). That source radiates magical darkness that is blocked by opaque objects. Creatures with the *Heatvision* or *Darkvision* abilities can use those abilities in the magical darkness, but normal vision is useless.

Magical darkness from a *Darkness* spell trumps both normal light and normal darkness except where blocked.

Any location within the area of one or more *Light* spells and also one or more *Darkness* spells is either lit or darkened depending on which spell it is closest to the centre point of (excluding spells whose centre points are obscured from the location by opaque cover).

In the simplest case—of an overlapping *Light* spell and *Darkness* spell with nothing to obscure either of them—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Continual Light: The *Continual Light* spell creates an area of ambient light centred on a point (that hovers in the air or that moves with an object). The area of effect is completely lit, regardless of opaque objects, leaving no shadows (although any amount of lead or 6” of stone will block the effect). Creatures with the *Heatvision* or *Darkvision* abilities cannot use those abilities in the magical light, but can see normally.

Magical light from a *Continual Light* spell trumps both normal light and normal darkness and also magical light and magical darkness from a *Light* or *Darkness* spell.

Any location within the area of one or more *Continual Light* spells and also one or more *Continual Darkness* spells is either lit or darkened depending on which spell it is closest to the centre point of (regardless of the presence of opaque cover).

In the simplest case—of an overlapping *Continual Light* spell and *Continual Darkness* spell—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Continual Darkness: The reversed form of the *Continual Light* spell creates an area of ambient darkness centred on a point (that hovers in the air or that moves with an object). The area of effect is completely dark, regardless of opaque objects (although any amount of lead or 6" of stone will block the effect). Creatures with the *Heatvision* or *Darkvision* abilities cannot use those abilities in the magical darkness, and normal vision is also useless.

Magical darkness from a *Continual Darkness* spell trumps both normal light and normal darkness and also magical light and magical darkness from a *Light* or *Darkness* spell.

Any location within the area of one or more *Continual Light* spells and also one or more *Continual Darkness* spells is either lit or darkened depending on which spell it is closest to the centre point of (regardless of the presence of opaque cover).

In the simplest case—of an overlapping *Continual Light* spell and *Continual Darkness* spell—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Noticing Things

Some characters have the ability to spot details that others can't. The *Stonelore* ability of dwarves, for example, lets them notice newly built construction, gently sloping floors, traps involving shifting walls or blocks of stone, and secret doors involving moving stone walls.

Players do not need to specify that they are using these abilities on every single patch of wall or corridor.

If their characters are moving at the normal cautious exploration pace, then this includes characters who have these abilities using them, and the Game Master should automatically roll for such abilities when the character comes within 20' of something that could be detected by them. However, such abilities cannot be used if characters are in combat, running, or otherwise not moving carefully.

Any character can listen for faint sounds echoing through the dungeon. This is usually done at closed doors, in an attempt to determine what—if anything—is on the other side of the door.

Characters listening at doors (or down corridors) must stand away from the rest of the party and even then the party must be being quiet. It is not possible to listen while there is conversation or combat going on.

To see if a character other than a thief hears a noise, the Game Master rolls 1d6. If the character is human (other than a thief), they hear a noise if a 1 was rolled. If the character is demihuman, they hear a noise if a 1-2 was rolled.

To see if a thief character hears a noise, the Game Master rolls 1d100. They hear a noise if the roll is less than or equal to the thief's *Hear Noise* chance.

In any case, the Game Master should not distinguish between rolls that failed and rolls that succeeded but in situations where there was no noise to hear.

Doors

With the exception of the most basic natural cave lair, almost every dungeon contains doors of one type or another separating areas.

Most dungeon doors are made of wood. In well maintained and occupied dungeons, they are likely to be in a good state of repair and may or may not be locked, but in old dungeons and tombs, they may be swollen with seeping damp or otherwise stuck. In some cases they may have even be magically locked.

The difficulty of opening a door depends on its state. Obviously there may be individual situations in some dungeons that are different—such as metal or stone doors—but usually they fall into one of the following categories.

Normal Door: Characters can simply push or pull this door open and walk through.

The chances of the characters surprising (or being surprised by) whatever is at the other side of the door are normal. See *Chapter 10: Combat* for details on surprise.

Stuck Door: A door that has become stuck must be shoulder-barged open. One character may attempt this per round, and must roll a *Strength Check* in order to do so. If the first attempt is not successful, then whatever is at the other side of the door will be alerted by the noise and has no chance of being surprised. See *Chapter 10: Combat* for details on surprise.

Locked Door: A locked door may be barged open in the same way that a stuck door can be, although the *Strength Check* is made with a –4 penalty to effective strength. Alternatively, a thief can attempt to pick the lock. Each thief is only allowed one attempt to pick each lock, and if this fails they must either give up or try again when they have improved their *Open Locks* ability. However, a failed attempt to pick a lock will not alert creatures on the other side of the door.

Barred Door: A door that is heavily barred may be barged open in the same way as a stuck door, although the *Strength Check* is made with a –8 penalty to effective strength. A thief cannot use their *Open Locks* ability to open a barred door unless there is a mechanism for lifting the bar from the front of the door.

Magically Locked Door: A magically locked door cannot be physically forced open. The magic must be bypassed or dispelled in some way (the exact details will vary depending on the specific magic used).

Secret Door: A secret door is a door that is camouflaged so that it does not appear to be a door. Typical secret doors include walls that shift out of the way when a lever is pulled, fireplaces or bookshelves that rotate, or simply wooden doors that match the wooden panelled walls of a room.

Unless the secret door consists of a shifting stone wall (in which case a dwarf has a chance to notice it when simply walking past), a secret door will not be seen by characters unless they either specifically search for it or they accidentally trigger its opening method.

Searching for a secret door takes 10 minutes per 10' section of wall searched, and each character searching must roll 1d6. Any character who rolls a 6 (or any elf who rolls a 5-6) finds the door. Note that if characters split up to search a room more efficiently, only one is likely to search the location of the secret door.

One-Way Door: Some doors may be opened freely from one side but are magically locked from the other, thus allowing access in one direction only.

Traps

Traps are a common hazard in dungeons, and always a danger to adventurers.

The most common types of trap are often the simplest—pits with fragile covers that will give way when someone walks over them; poison needles in locks so that someone trying to pick the lock will prick themselves on them; blades or spears that are rigged to shoot out of the wall when a flagstone is stepped on; and so on.

Generally, adventurers will have no chance to accidentally notice these traps—although some individual traps that are crude or badly made may offer a chance. Traps must instead usually be detected by magical means or by the *Find Traps* ability of thieves and mystics.

With the exception of large traps involving moving walls—which may be noticed by a dwarf's *Stonelore* ability as the dwarf merely passes them—traps must be actively searched for. A thief or mystic does not get to roll for their *Find Traps* ability by just walking past an area that happens to contain a trap.

Searching a 10'x10' area for traps takes 10 minutes, just like searching for secret doors, and thief or mystic characters can search for both types of thing at the same time.

When a trap is found, adventurers generally have three options. They can try to get past the trap without setting it off. They can try to set off the trap without getting hurt by it. Or they can try to disarm it. Only a thief or mystic has the ability to disarm traps.

If the attempt to disarm the trap fails, the trap is set off—although the thief or mystic will usually not get hurt by it, depending on the way the trap works. Should the trap be one that can be triggered more than once without needing to be manually reset, the thief or mystic may attempt to disarm it a second time.

Example: Black Leaf discovers a trap door rigged to open under the weight of a person and deposit them in a pit. She tries to remove the trap, and fails. The trap door swings open. Although she was not standing on it and therefore hasn't fallen in, it is now open revealing a 10' wide pit that the party must work out how to cross.

Later, the party are walking up some stairs when Oeric steps on a trapped step and a blade scythes out catching him on the leg. While Elfstar heals his wound, Black Leaf attempts to remove the trap so that it won't go off again and hurt anyone else. Not having a good day, she fails again. The blades scythe once more, but she is not standing on the trapped step so they do not hit her.

Eventually, the party come to a treasure vault containing a pedestal on which sits a golden chalice. Black Leaf discovers that the pedestal is trapped and if the chalice is removed then some gas or liquid will be squirted out of it. She tries to remove the trap and fails yet again. Poisonous gas is ejected from the pedestal and fills the room. Unfortunately, since this fills the whole room leaving nowhere safe to stand, it will affect Black Leaf.

Environmental Damage

Whether falling down pits, being squirted with burning oil, or being trapped in a room that is slowly filling with water; characters can be subject to a variety of harmful environments in a dungeon—not all of which are the result of traps!

Listed below are a number of common ways that characters can be hurt by the environment:

Falling: Falling in an uncontrolled manner does 1d6 damage per 10' fallen. If a character has deliberately jumped down rather than simply fallen down, they may make a *Jumping Check* as if making a high jump from a standing start. Whatever height they get on the *Jumping Check* is subtracted from the height of the fall before damage is rolled.

Fire: Being hit with a burning torch will do 1d4 damage.

A natural fire the size of a camp fire will do 1d6 damage per round and each round after the first after the first it has a 5% chance per point of total damage done of igniting the target's hair and/or clothing.

Being in a fiercely burning building will do 2d6 damage per round and each round after the first after the first it has a 5% chance per point of total damage done of igniting the target's hair and/or clothing.

Burning oil, such as a flask of lamp oil that has been lit and thrown, will do 1d8 damage and also has a 5% chance per point of damage done of igniting the target's hair and/or clothing.

Characters whose hair and/or clothing has been ignited will continue to burn for 1d6 rounds doing 1d4 damage per round, unless the they have some way of putting out the flames, such as smothering them or dousing them with water.

Example: The inn that Elfstar is staying in has caught fire. The first thing that Elfstar knows about this is when she is awoken by a burning beam crashing through the ceiling of her room onto her bed. In the first round, Elfstar is woken, but takes no damage since the beam missed her.

In the second round, Elfstar takes 1d6 points of damage from being in the burning bed. She rolls a 4, so takes 4 damage, but doesn't need to roll for her clothing igniting since this is the first round in which she is in the fire. Luckily, Elfstar has unused spells left over from the previous day, and casts Resist Fire on herself. This will prevent her from taking any more damage from non-magical fire sources.

In the third round, Elfstar again takes 1d6 points of damage from being in the burning bed. She rolls a 2, but resists the damage because of her Resist Fire spell. Since this is now the second round that she has been in the fire, she has to roll to see if her clothing ignites. The fire has done a total of 6 damage to her, so her nightshirt has a 6x5% = 30% chance of igniting. She rolls a 16, and her nightshirt goes up in flames. Elfstar quickly leaves the burning bed.

In the fourth round, Elfstar is no longer in the burning bed, but her nightshirt is on fire, doing 1d4 damage. She rolls a 4, but doesn't mind because her Resist Fire spell is still keeping her safe.

Elfstar now has a dilemma! Does she try to put out the burning nightdress, taking time? Does she throw modesty to the wind and simply rip it off while running to rescue the other patrons of the inn from the fire? Or does she try to rescue the other patrons of the inn while still on fire herself?

Drowning and Suffocating: Characters who suddenly find themselves unexpectedly unable to breathe (because they're being choked or because they've suddenly been fallen into deep water, for example) can hold their breath for a number of rounds equal to half their Constitution score. If the character expects the situation and makes an effort to take deep breaths and hold their breath before entering it, they can hold their breath for a number of rounds equal to their full Constitution score.

Once the character can no longer hold their breath, they will start gasping uncontrollably and/or drowning; and will be at a –5 penalty to all activities (and be unable to cast spells) for 1d6 rounds.

Finally, the character will fall unconscious for a further 2d6 rounds before dying. If the character is brought to somewhere where they can breathe during this time, they can be revived by a successful *Healing Check*, or by any magical curing spell (Cure Light Wounds, Cure Serious Wounds, Cure Critical Wounds or Cureall).

If a magical curing spell is cast on the character at any time before death but without removing them from the situation in which they cannot breathe, it will bring them back to the start of the suffocation or drowning process, as if they had just taken a deep breath.

Mapping

When in dungeons, it is common for one player to draw a map as the party progresses. The Game Master should encourage this, and should help the players to draw such a map quickly and accurately. Remember that while the players are limited to whatever description the Game Master gives them, the actual characters can see all around them.

Table 9-1: Reaction Rolls

2d6 Roll	Reaction
2-3	Hostile
4-6	Aggressive
7-9	Cautious
10-11	Neutral
12	Friendly

While it is somewhat unrealistic for the Game Master to give exact dimensions for rooms and corridors, it is nonetheless good practice, because it helps to offset the fact that the spatial memory of the characters would prevent them getting lost far better than the verbal memory of the players remembering the Game Master's descriptions will prevent them getting lost.

Misleading or confusing descriptions should only be given if there is an in-character reason for such confusion (such as a magical effect), and the players' map should not be considered an in-character item that can be lost or destroyed. It is an out of character prop to remind the players of what their characters can remember.

Encounters

As the characters move around the dungeon, they will need to overcome natural obstacles, but will also meet the various dungeon denizens and need to deal with them. This will often result in combat, but could also result in diplomacy, trade, or the two parties simply ignoring each other.

When two groups meet suddenly, for example if the party open a door or come round a corner and are suddenly faced with confronted with one or more monsters (the word "monsters" is being used in a generic sense here; the monsters may be just as human as the player characters), then the first thing that should happen is that the game should switch from general timekeeping to round-by-round timekeeping, and the Game Master and players should roll for surprise (see *Chapter 10: Combat* for details of surprise).

When the monsters have their first action, the Game Master should determine what their reaction is to meeting the player characters.

Table 9-2: Wandering Dungeon Monsters (Difficulty 1)

1d20 Roll	Monster	Number Encountered
1	Beetle (Giant Fire)	1d6
2	Centipede (Giant)	1d6
3	Ghoul	1d2
4	Goblin	1d6
5	Human (Bandit)	1d6
6-9	Human (Commoner)	1d3
10	Kobold	2d6
11	Lizard (Giant Gecko)	1d2
12	Locust (Giant)	1d6
13	NPC Party	1 Party
14	Orc	1d6
15	Skeleton	1d10
16	Snake (Racer)	1d2
17	Spider (Crab Spider)	1d2
18	Stirge	1d8
19	Troglodyte	1d3
20	Zombie	1d3

Table 9-3: Wandering Dungeon Monsters (Difficulty 2)

1d20 Roll	Monster	Number Encountered
1	Beetle (Giant Bombard)	1d6
2	Cthonic Worm	1
3	Ghoul	1d4
4	Gnoll	1d4
5	Goblin	2d4
6	Grey Ooze	1
7	Hobgoblin	1d6
8-10	Human (Commoner)	1d3
11	Lizard (Giant Draco)	1
12	Lizard Man	1d6
13	Neanderthal	2d4
14	NPC Party	1 Party
15	Orc	1d10
16	Skeleton	2d6
17	Snake (Pit Viper)	2d6
18	Spider (Black Widow)	1
19	Troglodyte	1d6
20	Zombie	1d6

If the monsters act before the player characters have acted because they surprised the players or won initiative, the Game Master will either know in advance how the monsters will react based on their personalities and the situation, or can consult *Table 9-1*. The results of table 9-1 are explained in the following paragraphs.

Hostile: The monsters will immediately attack, flee or surrender; depending on their numbers and strength compared to the apparent numbers and strength of the party.

Aggressive: The monsters will not immediately attack, but will threaten the party—either verbally or with growls and body language. If the reaction needs to be re-rolled because the party try to parley, the re-roll will take a –4 penalty.

Cautious: The monsters will not immediately attack, but will react with suspicion and may verbally challenge the party. They will ready themselves in case the party attack.

Neutral: The monsters will not attack, and will react in a neutral manner; ignoring the party or greeting them in a gruff or formal (but not overly friendly) manner. They will take precautions in case of attack by the party, but not in a threatening manner. If the reaction needs to be re-rolled because the party try to parley, the re-roll will have a +4 bonus.

Friendly: The monsters will greet the party in a friendly manner.

If the party respond to the monster's reaction by attempting to parley, or the party act before the monsters and attempt to parley, when the monsters get a turn then the Game Master will either know how they will react based on the players actions, or can roll on table 9-1 again with whatever bonus or penalty came from the original roll and an additional bonus or penalty based on the Charisma Modifier of the party leader or spokesperson.

The players have the option, if they are deliberately trying to insult or intimidate the monsters in an attempt to provoke them into a hostile reaction, of treating any charisma bonus that the party leader has as if it were a penalty of equal magnitude.

Table 9-4: Wandering Dungeon Monsters (Difficulty 3)

1d20 Roll	Monster	Number Encountered
1	Ape (Cave)	1d4
2	Beetle (Giant Tiger)	1d4
3	Bugbear	1d6
4	Cthonic Worm	1d3
5	Doppelganger	1d2
6	Gargoyle	1d3
7	Gelatinous Cube	1
8	Ghast	1d4
9	Harpy	1d3
10-11	Human (Commoner)	1d3
12	Golem (Clay)	1d4
13	Medusa	1
14	NPC Party	1 Party
15	Ochre Jelly	1
16	Ogre	1d3
17	Shadow	1d4
18	Spider (Tarantella)	1
19	Wererat	1d6
20	Wight	1d3

If the result of these opening reactions (whether role played or rolled for) is that the party and the monsters end up talking, trading or otherwise acting in a non-hostile manner towards each other, then the game can switch back to general timekeeping.

If the result is that a fight or chase breaks out, then the game should stay in round-by-round timekeeping, and the combat should be resolved using the rules in *Chapter 10: Combat.*

Wandering Monsters

The adventuring party may not be the only people (or creatures) wandering around the dungeon. Some of the monsters that live in the dungeon will almost certainly move from place to place, and there may be other creatures or other adventurers that have also entered the dungeon for reasons of their own; whether looking for food, shelter or to loot the place.

Table 9-5: Wandering Dungeon Monsters (Difficulty 4-5)

1d20 Roll	Monster	Number Encountered
1	Blink Dog	1d4
2	Bugbear	1d6+4
3	Caecilian (Giant)	1
4	Cockatrice	1d2
5	Gargoyle	1d4+1
6	Giant (Hill)	1
7	Harpy	1d4+1
8	Hellhound (1d3+2 HD)	1d4
9	Hydra (5-headed)	1
10	Medusa	1d2
11	Mournwolf	1
12	Mummy	1d3
13	NPC Party	1 Party
14	Ochre Jelly	1
15	Rhagodessa (Giant)	1d3
16	Rust Monster	1d2
17	Scorpion (Giant)	1d3
18	Troll	1d2
19	Werewolf	1d4
20	Wraith	1d2

These creatures that may be found wandering around the dungeon are referred to as "Wandering Monsters".

The Game Master may decide that particular dungeons (or particular areas within a dungeon) are more or less likely places for adventuring parties to find wandering monsters; and may therefore alter the chance and frequency in those areas.

Table 9-6: Wandering Dungeon Monsters (Difficulty 6-7)

1d20 Roll	Monster	Number Encountered
1	Basilisk	1d3
2	Caecilian (Giant)	1d4
3	Cockatrice	1d3
4	Giant (Hill)	1d2
5	Giant (Stone)	1d2
6	Hellhound (5-7 HD)	1d4
7	Hydra (6-8 headed)	1
8	Manticore	1
9	Minotaur	1d4
10	Mummy	1d4
11	NPC Party	1 Party
12	Ochre Jelly	1
13	Ogre	2d4
14	Rust Monster	1d3+1
15	Spectre	1d3
16	Spider (Tarantella)	1d3
17	Salamander (Flame)	1d2
18	Troll	1d4+1
19	Vampire	1
20	Weretiger	1d3

The default frequency for wandering monsters in a dungeon setting is for the Game Master to roll 1d6 every twenty minutes of *game time* (not real time). If the Game Master rolls a 1, then the party will encounter a group of wandering monsters.

The Game Master may have a pre-prepared list of what monsters (and how many) may be wandering around the dungeon. If not, roll on the wandering monster tables in this chapter (*Table 9-2 to Table 9-7*).

Table 9-7: Wandering Dungeon Monsters (Difficulty 8-10)

1d20 Roll	Monster	Number Encountered
1	Basilisk	1d6
2	Black Pudding	1
3	Chimera	1
4	Construct*	1
5	Dragon*	1d2
6-7	Giant*	1d6
8	Golem*	1d4+1
9	Hydra (7-12 headed)	1
10	NPC Party	1 Party
11	Phantom (Apparition)	1
12	Purple Worm	1
13	Rust Monster	1d4+1
14	Salamander*	1d4
15	Snake*	1d4+1
16	Spectre	1d3
17	Spider*	1d4+1
18	Vampire	1d2
19-20	Werebear	1d6+1

The wandering monster tables are arranged by the estimated difficulty of the encounters, and the numbers of monsters encountered are tailored for this difficulty rather than necessarily matching the normal numbers that the monsters are found in.

The choice of which difficulty level to use should be based on the subjective difficulty of the dungeon itself.

A good guideline is to match the difficulty to the level of characters that the dungeon was designed for.

In any case, these tables are generic and although they can produce a wide variety of monsters, they can also produce wildly unrealistic results; indicating monsters that have no place in the current dungeon.

Game Masters are advised to use these tables only when they have not made a custom table for their dungeon, and to re-roll results that don't "fit" the current dungeon.

Chapter 10: Combat

When a fight breaks out, or is about to break out, between two groups of characters or monsters, timekeeping in the game switches to round-by-round timekeeping and the rules in this chapter are followed.

Although in reality combat is fluid with actions happening simultaneously, in Dark Dungeons the action is split into a number of discrete rounds during which each combatant (usually) gets one action. Within the round, the action of each combatant is handled one at a time, in order of their initiative.

Surprise

When two groups suddenly encounter each other, one or both sides may be surprised.

Assuming there are no special circumstances, each group rolls 1d6. If that group rolls a 1 or 2, the group is surprised and may not act in the first round of combat.

If both groups are surprised or neither group is surprised, then round-by-round time simply starts as normal.

If one group is surprised and the other group is not, the group that is not surprised gets a single round in which to act before the other group can act.

A group that gains the advantage of surprise in this way does not need to use it to attack the other side. They can use it to parley or even to get a head start when fleeing.

In some circumstances, one side or the other might not need to roll for surprise. For example, if a party just spent three rounds trying to break a door down, the monsters at the other side of the door cannot be surprised. Similarly, if a thief has scouted ahead and the party are aware of the presence of the monsters, the party cannot be surprised.

In some very unusual situations, it is possible that one particular member of a group may not be surprised while the rest of the group are. If that is the case, the unsurprised member will be able to act in the first round but other members of that group will not be able to.

The Combat Round

Each combat round is a period of ten seconds. During this time, each combatant will normally perform a single action and possibly also move. The round is split up into three phases, which are always performed in order:

1) Statements of Intent
2) Initiative Roll
3) Actions (in initiative order)

When all phases have been performed, a new round starts with the first phase again. This continues until there is no more combat or round-by-round action (such as chasing fleeing combatants) happening.

Statement of Intent

At the start of each round, each player must announce what their characters are intending to do in the round, and the Game Master announces what the monsters will do.

The statement of intent phase is split into three segments, which proceed in order.

Firstly, players *may* announce what actions their characters will be doing this round, if they wish their characters to do such actions urgently. If a player announces their character's action at this time, their character is assumed to be pressing on with that action quickly, and the player will get a +1 bonus on their initiative roll this round. However, the disadvantage of announcing at this time is that their intent is obvious to their enemies who may decide how to respond accordingly.

Secondly, the Game Master announces what actions the monsters will be doing this round, taking into account the fact that the monsters will be aware of the intentions of the players that have already announced such intentions.

Thirdly, players who wish their characters to be fighting in a more cautious manner must announce what their characters will be doing this round. They have the advantage of not declaring (or deciding) until after they know what the monsters are doing, but pay for this hesitancy by having a –1 penalty on their initiative roll this round.

When announcing their actions, people must specify whether they are going to attack (including target and whether a special attack such as a *Smash* will be used), run (including intended destination), cast a spell (including which spell and which targets), or do another action.

Initiative

Once everyone has announced their actions for the round, everyone rolls for initiative, in order to see who manages to complete their actions first.

The basic roll for initiative is 1d6, although there are various situations or abilities that can modify this roll:

- A player who declared a statement of intent before the monsters did gets +1.
- A player who waited to see what the monsters were doing before declaring a statement of intent gets a –1.
- Halflings get +1.
- All characters add their Dexterity Initiative Modifier to the initiative roll.
- Some spells (e.g. *Statue*) give bonuses or penalties to the initiative roll.
- Some monsters get a bonus or penalty to their initiative roll.

In some cases, an item or ability will specifically indicate that a character or monster will either automatically win initiative or automatically lose initiative.

If there is only one combatant using such an ability in a round, then the effect is straightforward. The combatant does not need to roll for initiative, and instead automatically wins or automatically loses depending on the ability.

If there is more than one combatant who "automatically wins" initiative then all those combatants will act before everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

Similarly, if there is more than one combatant who "automatically loses" initiative then all those combatants will act after everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

When two or more combatants roll the same initiative total, their actions should take place simultaneously with the results of both actions being resolved after both actions have taken place. Common sense should prevail here, although if both make attacks on each other, then it should be possible for both to kill each other simultaneously.

When rolling for initiative, the players should each roll individually for their characters. The Game Master should roll once per type of monster that the players are fighting, and roll separately for leaders and/or other special monsters.

Example: Elfstar and Aloysius are fighting some zombies. Elfstar has already Turned as many as she can, and Aloysius has run out of spells, so they are both resorting to melee attacks.

At the beginning of the round, Debbie knows that zombies are slow and always lose initiative. Therefore during the statement of intent phase she waits to see what the zombies are doing—knowing that even with the –1 penalty to initiative rolls Elfstar will still act before they do.

Andy, on the other hand, knows that Aloysius's staff is a two handed weapon, and therefore also always loses initiative; so he is going to have to roll against the zombies. Wanting to finish off the zombie that is attacking him before it gets another blow, he declares during the first part of the statement of intent phase that Aloysius is hitting that zombie with his staff. Because Andy declared before the zombies, Aloysius will get a +1 bonus to his initiative roll against them.

The Game Master then gives the statement of intent for the zombies.

The one that is attacking Aloysius will continue to attack him, and the two that are attacking Elfstar will continue to attack her. The other zombie—which is too far away to attack anyone—will use its full movement to close to melee range with Aloysius.

Debbie now gives her statement of intent for Elfstar, which is to make a melee attack on one of the zombies.

Initiative is rolled. Debbie doesn't bother rolling because everyone except for her automatically loses initiative, so she automatically acts first.

Andy and the Game Master both roll 1d6. Andy rolls a 4, which—with his +1 bonus for making an early statement of intent—gives him an initiative of 5. The Game Master rolls a 2 for the zombies.

Then everyone takes their actions: Elfstar first, then Aloysius, then the zombies.

Actions

The following actions are commonly used by combatants during Dark Dungeons combat. The list is not exhaustive, as unusual situations may require unusual actions to be performed, such as breaking down a door.

In these cases, extrapolate from the listed actions in order to determine when the action can be done, how it affects initiative, and whether a character can also move in the same round.

Activate Magic Item: A combatant who declares that they are activating a magic item (such as a wand or scroll) must declare which item they are activating, which of the item's powers they wish to use, and who the targets are (if any).

Only some magic items need to be activated in this way. See *Chapter 19: Treasure* for more details about magic items.

The combatant is considered to be in the process of activating the item from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the activation is disrupted.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared an activate magic item action without voluntarily (and immediately) allowing the activation to be disrupted if it is not yet complete.

If the activation is disrupted, the item still counts as having been used. Depending on the item and power being activated, this may result in charges or 'per day' usages being used up, or even the destruction of the item if it was a single use item such as a scroll.

A combatant may abandon their activation action entirely (for example if their chosen target is no longer valid or if the activation got disrupted) but may not otherwise change the target, item or power during their action.

Attack: A combatant who declares that they are making an attack (whether in melee, by throwing something, or by firing a missile weapon) must declare who they are attacking during the statement of intent phase.

A combatant who declares that they are attacking with a two handed melee weapon automatically loses initiative.

A combatant who is attacking can move their normal per-round movement distance (40' for an unencumbered character) before making the attack, but may not move after the attack.

Normally a combatant can make only a single attack per attack action, but some combatants are capable of making multiple attacks. These multiple attacks occur as part of the same action and on the same initiative, and the combatant cannot move between attacks. If a combatant has multiple attacks, then they must declare the target for *each* attack during the statement of intent phase.

If any of the attacks are disarm attacks, this must also be declared during the statement of intent phase.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may use them at any time during a round in which they have declared an attack action.

When taking their action, the combatant must move toward and attack the target(s) that they declared attacks on. They cannot change targets during the round, although they can simply abandon either the movement or the attack or both, and simply not make one or the other if they choose.

If a combatant abandons the attack, they may not change their action.

Example: During the statement of intent phase, Marcie declares that Black Leaf is going to stab the goblin that is guarding the door. The Game Master declares that the goblin is going to try to run away.

When initiative is rolled, Marcie rolls a 1 for Black Leaf and the Game Master rolls a 5 for the goblin. Even with Black Leaf's initiative bonuses for her high dexterity and for declaring first, the lucky goblin still beats her initiative roll and acts before her.

On the goblin's action, it runs away from Black Leaf as fast as it can—which is at three times its normal per-round movement speed (i.e. 3 × 30' = 90'), shouting for reinforcements to come and help fight the adventurers.

On Black Leaf's turn, she can move a normal move (40') towards the goblin and attack. She cannot reach the goblin with this move, but decides to make it anyway. Since she is not within melee range, she cannot make her melee attack so must abandon it.

Cast Spell: A combatant who declares that they are casting a spell must declare which spell they are casting and who the targets are (if any).

The magical special abilities of monsters are considered spells for this purpose, even if they do not exactly match the description of a standard spell.

In order to cast a spell, a caster must be able to speak and must have at least one hand free to gesture.

The caster is considered to be in the process of casting the spell from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the spell casting is disrupted.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared a cast spell action without voluntarily (and immediately) allowing their spell to be disrupted if casting is not yet complete.

If the spell is disrupted, the spell slot is still used up.

A caster may abandon their spell casting action entirely (for example if their chosen target is no longer valid or if the spell got disrupted) but may not otherwise change the target or spell during their action.

Charge: A character can only charge if they are using a weapon with that ability and if they are mounted.

A combatant who declares that they are making a charge must declare the target during the statement of intent phase.

The character moves up to their mount's normal per-round movement speed, and makes a single attack against their target the end of the movement.

If the attack hits, it does double the normal damage.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may use them at any time during a round in which they have declared a charge action.

Concentrate: Some spells or other effects require ongoing concentration.

A combatant who declares that they are concentrating to maintain an effect must declare what the effect is that they are concentrating on, and if the effect is one that can be changed or moved by concentration they must also declare how they are changing or moving it. If the combatant also wishes to move in the round that they are concentrating, they must also declare where they are moving to.

A combatant who is concentrating may move up to half their normal per-round movement speed during their action (usually 20' for an unencumbered character).

The concentration is assumed to last for the entire round, so if the combatant who is concentrating takes any damage during the round they will lose their concentration and the effect that requires concentration to maintain will end.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared a concentrate action without voluntarily (and immediately) allowing their concentration to be disrupted.

A combatant whose concentration has been disrupted before their action may still make their declared movement.

Fighting Withdrawal: This action may only be declared if the combatant is in melee at the start of the round.

This is similar to a normal attack action in that the character can move their normal per-round movement rate (usually 40’ for an unencumbered character) and then make one or more attacks.

However, instead of being committed to attacking their target, and moving if necessary to reach the target; the combatant is instead committed to moving away from their target.

If the target acts before the character doing the fighting withdrawal, the withdrawing character gets their full defences against any attacks the target might do.

If the target acts after the character doing the fighting withdrawal, and follows them in order to attack them, the withdrawing character interrupts the attacking character after movement but before their attack in order to make their own attack.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may use them at any time during a round in which they have declared a fighting withdrawal action.

Parry: The parry action is only available to some characters who get it as a class option.

A character who is using the parry action can move up to their normal per-round movement speed (usually 40’ for an unencumbered character), but cannot make any attacks.

During the entire round (both before and after the character’s initiative), all melee and throwing attacks—but not missile attacks—made against the character are made with a –4 penalty on their attack rolls.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may use them at any time during a round in which they have declared a parry action.

Run: A combatant using the run action can move up to three times their normal per-round movement speed (usually 120’ for an unencumbered character).

The combatant must declare where they are running to during the statement of intent phase—although this may be towards a moving target such as towards another combatant.

A character who chooses the run action may not change where they are running to, but may stop running at any time short of their intended destination.

A combatant who is running does not count their shield bonus towards their armour class.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared a run action.

Set Spear: A character can only set a spear if they are using a weapon with that ability.

A combatant who declares that they are setting a spear against possible charges does not need to specify targets.

The character braces their weapon against the ground for the whole round, and waits for incoming attacks.

If, at any point during the round, the combatant is attacked by someone using the charge action, they may interrupt the charging character’s action after movement but before their attack in order to make their own attack.

If this attack hits the charging opponent, it does double damage, the effects of which are resolved before the charging opponent gets their attack.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared a set spear action.

Smash: The smash action is only available to some characters who get it as a class option.

A character who declares that they are making a smash action must declare the target during the statement of intent phase.

A character performing a smash action always loses initiative.

On the character's action, they make a single melee attack against their target with a –5 penalty to hit. If the attack hits, the combatant may add their strength score to the damage done by the attack, as well as adding their strength bonus as normal.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may not use them during a round in which they have declared a smash action.

Use Non-Activatable Item: A combatant who declares that they are using a non-activatable item (such as a ring or potion) must declare which item they are using, which of the item's powers they wish to use, and who the targets are (if any). If the combatant also wishes to move in the round that they are using the item, they must also declare where they are moving to.

Only some magic items can be used without activation in this way. See *Chapter 19: Treasure* for more details about magic items.

A combatant who is using a non-activatable item can move their normal per-round movement distance (40' for an unencumbered character) before using the item, but may not move after using it.

If the character has any deflect abilities or armour class bonuses from their weapon feats, they may use them at any time during a round in which they use a non-activatable item.

When taking their action, the combatant cannot change targets during the round, although they can simply abandon either the movement or the usage or both, and simply not make one or the other if they choose.

If a combatant abandons the attack, they may not change their action.

Attack Rolls

When a combatant makes an attack, their base chance to hit an opponent is determined by adding the defender's *Armour Class* to the attacker's *Attack Bonus*. Either of these may be modified by such things as spells, magical items, and high ability scores. The total of these is called the *To-Hit Value*.

If the attacker is a character, their attack bonus is based on their class and level. See *Chapter 4: Creating a Character* for details on level based character abilities.

If the attacker is a monster, their attack bonus is based on their hit dice. See *Chapter 18: Monsters* for details on monster hit dice.

To determine if an attack hits, take the to-hit value and add a roll of 1d20 to it. If the total of the value plus roll is greater than or equal to 20, then the attack hits; otherwise it misses.

Rolling a 1 on the d20 *before* modifiers (called a "natural 1") is always a miss, regardless whether the total is greater than 20 or not.

Rolling a 20 on the d20 *before* modifiers (called a "natural 20") is always a hit regardless whether the total is greater than 20 or not.

If the to-hit value is already greater than 20 *before* adding the d20 roll, the attack will do extra damage if it hits. Each two points (round odd points up) that the to-hit value exceeds 20 by means that the attack will do 1 extra point of damage.

Example: A 3rd level fighter has a base attack bonus of +2, and has a +3 bonus to hit from various sources. They are attacking a target that is armour class 6. Therefore the fighter's to-hit value is 2+3+6 = 11. If the fighter rolls 8 or less on their to-hit roll they will miss their target since 11+8 is less than the 20 that they need. If the fighter rolls 9 or higher on their to-hit roll they will hit their target since 11+9=20.

Table 10-1: Cover

Type of Cover	To-Hit Modifier
Soft cover up to knees	-1
Soft cover up to waist	-2
Looking around or through soft cover	-3
Fully behind soft cover	-4
Hard cover up to knees	-2
Hard cover up to waist	-4
Looking around or through hard cover	-6
Fully behind hard cover	Can't Attack

Example: A 1 hit dice creature has an attack bonus of +1, and is attacking a target that is armour class –8. The monster has no other bonuses to hit. Therefore the monster has a to-hit value of –7. If the monster rolls a 19 or less then it will miss its target since –7+19 is less than 20. If the monster rolls a 20 then it will hit its target since although –7+20 is also less than 20, a natural 20 always hits.

Example: A 36th level fighter has a base attack bonus of +23, and a +13 bonus to hit from various sources. When attacking a target that is armour class 1, the fighter has a to-hit value of 23+13-1 = 35. If the fighter rolls a 1 on their to-hit roll they will miss their target since a natural 1 always misses.

If the fighter rolls 2 or higher on their to-hit roll they will hit their target since 2+35>20. Since the to-hit value is more than 20 even before adding the d20 roll, the fighter will do extra damage on a hit. Specifically, since it is 15 more, the fighter will do +8 damage on a hit.

If you find it easier to look things up on a table rather than add and subtract numbers, *Table 10-2* shows the d20 roll that is needed to hit opponents with various armour classes based on the attack bonus of the attacker.

Table 10-2: To-Hit Values by Attack Bonus vs Armour Class

Attack Bonus	Armour Class																																							
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
+0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
+1	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
+2	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
+3	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
+4	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
+5	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
+6	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
+7	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
+8	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
+9	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
+10	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
+11	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
+12	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
+13	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
+14	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
+15	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
+16	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
+17	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
+18	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
+19	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
+20	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+21	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
+22	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
+23	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
+24	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Table 10-2: To-Hit Values by Attack Bonus vs Armour Class

Attack Bonus	Armour Class																																							
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
+25	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+26	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
+27	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12	13
+28	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11	12
+29	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10	11
+30	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9	10
+31	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8	9
+32	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7	8
+33	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6	7
+34	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5	6
+35	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4	5
+36	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3	4
+37	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2	3
+38	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1	2
+39	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0	1
+40	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!	0
+41	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!	1!
+42	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!	1!
+43	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!	2!
+44	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!	2!
+45	23!	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!	3!
+46	23!	23!	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!	3!
+47	24!	23!	23!	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!	4!
+48	24!	24!	23!	23!	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!	4!
+49	25!	24!	24!	23!	23!	22!	22!	21!	21!	20!	20!	19!	19!	18!	18!	17!	17!	16!	16!	15!	15!	14!	14!	13!	13!	12!	12!	11!	11!	10!	10!	9!	9!	8!	8!	7!	7!	6!	6!	5!	5!

If the result of comparing the attack bonus with the armour class is a number with an exclamation mark (e.g. “5!”), then the attacker needs to roll anything other than a natural 1 on their 1d20 roll in order to hit their opponent, and the attack will do extra damage equal to the indicated number.

If necessary, table 10-2 can be extended in each direction following the same pattern.

When increasing attack bonus beyond the existing table, simply shift the columns one space to the right for each extra point of attack bonus.

Attack Modifiers

Various factors will affect the to-hit roll of an attack. Some, such as the attacker having weapon feats, will make it easier for them to hit their target by giving a bonus to the to-hit value. Some, such as the target being invisible, will make it more difficult for the attacker to hit them.

Attribute Modifier: An attacker adds their relevant attribute modifier (whether a bonus or penalty) to attack rolls. Strength is the relevant ability for melee attacks and attacks using hurled melee weapons. Dexterity is the relevant ability for other thrown weapon attacks and missile weapon attacks.

Cover: If the target of a missile, thrown or hurled attack is partially or wholly hidden behind an object (e.g. a parapet or a table, or is behind an arrow slit), the attacker gets a penalty as shown on *Table 10-2: Cover*. Soft cover is cover that blocks sight of the target but will allow attacks through (such as smoke or a curtain). Hard cover is cover that will block both sight and attacks (such as a wall or an overturned table).

Haste/Slow: An attacker gains a +2 bonus to hit for every level of speed (either because they are hasted or their target is slowed) that they have above their target’s speed. Similarly, an attacker gains a –2 penalty to his for every level of speed they have below their target’s speed.

Magical Weapons: Magical weapons can give an attacker a bonus (or very occasionally a penalty in the case of cursed items) on their to-hit rolls. In the case of magical missile weapons, the bonuses on the weapon and the ammunition stack.

Off Hand: If a combatant is using a weapon in their off hand and that weapon does not have the “Off Hand” ability, all attacks with that weapon have a –4 penalty on to-hit rolls, and the combatant is treated for all purposes as having one fewer weapon feat with that weapon than they actually have.

Range: If a ranged attack is made at short range for the weapon, the attacker has a +1 bonus to hit with the attack. If it is made at long range, the attacker has a –1 penalty to hit with the attack. See *Chapter 6: Weapon Feats* for weapon ranges.

Smash Attacks: Smash attacks get a –5 penalty on their to-hit rolls.

Sneak Attacks: When a thief attacks a target who is unaware of them gets a +4 bonus to hit. This stacks with the normal +2 bonus for the attack being unseen.

Note that the target must be completely unaware of the thief’s presence. It is not enough for the thief to be simply behind their target, the thief must also have made a *Move Silently* check or otherwise be unknown to the target.

Thieves can only make sneak attacks with melee weapons or with missile, thrown or hurled weapons at short range.

If the thief makes multiple attacks in the same action, all such attacks get the +4 bonus.

Unseen Attacks: If an attacker attacks from above or behind their target, or is invisible, or otherwise can’t be directly seen by the target in a combat situation; the attacker gets a +2 bonus to hit, and the target cannot count any shield bonus towards their armour class.

Unseen Target: If a target is not visible to the attacker for any reason, the attacker has a –4 penalty to hit with melee attacks, and cannot attack with ranged attacks.

Weapon Feats: The level of weapon proficiency that an attacker has with the weapon they are using will give anywhere from a +0 bonus to a +8 bonus to hit with the attack. See *Chapter 6: Weapon Feats* for details about the bonuses given to different weapons at different levels of proficiency.

Armour Class Modifiers

The armour class of an unarmoured character will normally be 9. That is the default value for an average person. Monsters often have better (i.e. lower) armour classes than that because of their tough hides, better-than-human agility, or a combination of the two.

That armour class will be modified either upwards (making the character easier to hit) or downwards (making the character harder to hit) by various things.

Armour: Characters who are wearing armour will have a better armour class than 9. This ranges from AC 7 when wearing leather armour to AC 0 when wearing suit armour.

Only one set of armour may be worn at a time, and adding or removing a helmet does not change the armour class granted by armour.

Monsters who wear armour get either their normal armour class or the armour class granted by the armour they are wearing, whichever is better.

Dexterity Modifier: A character must *subtract* their dexterity modifier from their armour class (not add it). Characters with high dexterity are harder to hit.

Small: Because of their small size, halflings get a –2 bonus to armour class against attacks from creatures larger than human sized.

Shield: A character wielding a shield gets a –1 bonus to their armour class, except for attacks which come from unseen attackers or attacks made while they are running.

Weapon Feats: Some weapons give their wielders bonuses to armour class at higher proficiency levels.

These bonuses may work against all attacks or may only work against certain types of attack.

The armour class bonuses from high proficiency with a weapon cannot be used in rounds during which the character is performing the *Run*, *Set Spear* or *Smash* actions, and it can only be used in rounds during which the character is performing a *Activate Magic Item*, *Cast Spell* or *Concentrate* action if the character's action has already been disrupted or if the character is willing to immediately disrupt their action by using the armour class bonus.

Missile Weapons & Melee

If a character is in melee with other combatants when their action occurs, they can not use a missile weapon.

Thrown and hurled weapons may still be used in this situation.

Haste & Slow

Characters can be hasted or slowed by the *Haste* and *Slow* spell, and also by other similar effects.

Multiple versions of the same hasting or slowing effect do not stack, but different effects (e.g. a Haste spell and a *Potion of Speed*) do stack, to a maximum of double effect.

The effects of haste and slow on a character are as follows:

Double-Slowed: The character moves at a quarter of normal speed, and makes attacks at a quarter of their normal rate. They also automatically lose initiative.

Slowed: The character moves at half normal speed and makes attacks at half their normal rate. They also get a –2 penalty on their initiative rolls.

Hasted: The character moves at double normal speed and makes attacks at double their normal rate. They also get a +2 bonus on their initiative rolls.

Double-Hasted: The character moves at four times normal speed, and makes attacks at four times their normal rate. They also automatically win initiative.

Magical actions, such as using magical devices or casting spells are not affected by haste and slow, and always take the normal time to perform. However, the character still gets the initiative bonus or penalty; and if the magical action is one that also allows movement in the same round, that movement is affected normally by the haste or slow.

Characters may find that they a making half an attack per round or one and a half attacks per round when slowed. In these cases, the character's "half" attack is made every other round.

Two Weapon Fighting

When a character wields a weapon in either hand, they make one extra attack with their off hand weapon in addition to however many attacks they get with their primary weapon.

If the weapon being used in the off hand does not have the "Off Hand" ability, then the attacker is treated as having one fewer weapon feat with the weapon for all purposes, and there is an additional –4 penalty to hit.

The additional off hand attack is not modified by the number of attacks gained at high level and is not affected by haste or slow conditions.

Example: Oeric is a 25th level fighter and is fighting a creature that he only needs to roll a 2 to hit, and so he normally gets three attacks per round. He is wielding a normal sword in his main hand and a dagger in his off hand. He is a grand master with both weapons.

He is also hasted.

Each round, Oeric gets 6 attacks with his sword (3 per round doubled for the haste spell) plus a single attack with his dagger. The sword attacks are done at grand master level, and the dagger attack is done at master level with an additional –4 penalty to hit.

Damage

When an attack hits, it will usually do damage to its target, reducing the target’s hit points.

When player characters hit with attacks, the amount of damage that they do is based on their level of proficiency with the weapon that they are using (see *Chapter 6: Weapon Feats* for details).

When a monster attacks, the amount of damage it does with each attack will be listed in the monster’s description.

The amount of damage done by an attack may be changed by various things

Hurled Weapons: A weapon with a hurl range is one that is not normally thrown, but with great skill and effort can be hurled at an opponent. Because such weapons are not aerodynamic and do not fly well, opponents who are not surprised by the attack may make a saving throw *vs Death Ray* in order to take half damage. However, the first time in each fight that an opponent has the weapon thrown at them, they must roll for surprise at normal chances due to the unexpected nature of the attack.

Magical Weapons: Magical weapons can give an attacker a bonus (or very occasionally a penalty in the case of cursed items) to their damage rolls. In the case of magical missile weapons, the bonuses on the weapon and the ammunition stack.

Smash Attacks: When a character makes a smash attack, they add their strength *score* to the amount of damage they do, *in addition to* adding their strength modifier as normal.

Sneak Attacks: When a thief makes an attack that is not only unseen but is against a target that does not know the location of the thief (this will normally require a successful *Move Silently* check to be made by the thief’s player), the thief does double damage with that attack.

Thieves can only make sneak attacks with melee weapons or with missile, thrown or hurled weapons at close range.

Table 10-3: Simple Building/Structure Combat Ratings

Type of Structure	Armour Class vs Missile	Armour Class vs Melee	Structure Points
Simple Wooden Building	-4	6	40
Simple Stone Building	-4	6	60
Reinforced Wooden Stockade	-4	6	300
Barred Wooden Palisade Gate	-8	2	100
Reinforced Stone Castle Wall	-4	6	500
Reinforced Iron Door	-10	2	35
Iron Portcullis	-4	6	150
Wooden Ship	See Chapter 12	See Chapter 12	See Chapter 12

If a thief makes a sneak attack with a hurled weapon, the target is automatically considered to be surprised by the attack and cannot make a saving throw *vs Death Ray* in order to take half damage, even if the thief has hurled a weapon at them previously in the fight.

If the thief makes multiple attacks in the same action, all such attacks have their damage doubled.

Strength Modifier: If a character makes a melee, hurled or thrown attack, they must add their strength modifier to the damage that the attack does.

Characters do not add their strength modifier to attacks made with missile weapons.

Effects of Damage

A combatant who has at least one hit point left can fight on without penalty. When a combatant has no hit points left, they are knocked unconscious and may die.

There is no such thing as “negative” hit points. A character either has hit points left or has run out.

Hit points are not a direct representation of physical toughness. They are rather an abstract representation of the ability of a combatant to fight on.

Hit points are a mixture of pain, fatigue, luck, and fighting skill., and losing hit points represents a wearing down of all these to the point where a combatant is in danger of being killed by the next blow. Until that point, however, characters taking damage are assumed to be using their fighting skill and luck to avoid direct hits from their opponents, taking only light scratches, bruises and nicks from attacks at the most; and the hit points they are losing represent that extreme effort taking its toll on the character.

Example: in the hands of a moderately proficient user, a normal sword will do 1d8 damage to someone who is hit by it. That has a better than 50% chance of incapacitating a commoner, resulting in them being knocked unconscious by the blow and probably starting to bleed to death. Clearly the commoner has taken a nasty stab wound from the sword that they are unlikely to recover from, perhaps a chest wound resulting in a punctured lung or something similar.

However, if a 10th level character is “hit” by that same sword blow, the 1d8 damage will have no chance of killing them and will only take away a small proportion of their total hit points.

This does not mean that the 10th level character is somehow able to be stabbed in the chest repeatedly and not be killed by such wounds. That would be ridiculous. Clearly the character managed to deflect or dodge the blow that would have killed a lesser combatant, and rather than the sword stabbing them in the chest it merely scratched them as they twisted to desperately avoid the worst of the blow. It’s left them a little shaken and fatigued, but they’ll be able to continue fighting for a while yet.

If a few more sword blows hit the fighter, taking them down to only a handful of hit points left, then they are clearly exhausted; so battered and worn down that they may be unable to parry or dodge any more such blows and the next one may hit them squarely and kill them.

Helpless Targets

A target who is completely helpless because they are paralysed, sleeping or unconscious may be given a *Coup de Grace* with any edged weapon.

This will immediately knock them unconscious (if they weren't already) and make them start dying as if they had run out of hit points, but will not actually cause them to lose any hit points.

Dying & Death

When a character runs out of hit points, they fall unconscious and can take no more actions.

At the end of the round in which they fell unconscious, the character must make a saving throw *vs Death Ray* in order to stay alive.

If the saving throw fails, the character dies.

The saving throw must be repeated at the end of each subsequent round until either the character dies or they either have their wounds tended by a character who successfully uses the *First Aid* skill on them or are given magical healing.

However, each saving throw after the first gets a cumulative –1 penalty.

Example: Gretchen and Elfstar are fighting a giant. Unfortunately, Gretchen only has 7 hit points left, and the giant hits her for 21 damage.

Gretchen now has 0 hit points (the extra damage is ignored) and falls unconscious.

At the end of the round, Gretchen must roll a saving throw vs Death Ray. She makes the roll and survives the round.

The following round, Elfstar is stuck, unable to tend to her friend because of the giant. Instead she attacks the giant and hurts it badly.

At the end of the round, Gretchen rolls a second saving throw vs Death Ray, this time at a –1 penalty. She makes this one too.

In the third round, Elfstar again attacks the giant, and manages to kill it.

At the end of this round, Gretchen makes her third saving throw with a –2 penalty this time. Again, she makes it.

The fight with the giant is now over, but since Gretchen is in danger of bleeding to death, the Game Master continues to use round-by-round timekeeping.

In the fourth round, Elfstar doesn't want to risk trying to bandage Gretchen's wounds in case she fails the First Aid check, Instead she casts a Cure Light Wounds spell on Gretchen.

Debbie, Elfstar's player, rolls 1d6+1 for the spell, and gets a 4. Gretchen is healed back up to 4 hit points, and does not need to make any more saving throws to avoid dying.

Now that the immediate danger is over, Gretchen and Elfstar start to bandage their wounds.

Structures in Combat

Sometimes combat will not just involve creatures, but will also involve structures such as buildings and/or ships taking damage.

This may be incidental to the fight, or one or both sides in the fight may be deliberately targeting structures.

While a full siege is dealt with in *Chapter 14: War!* the following rules can be used when there is a simple attack; such as a tribe of goblins using a battering ram to break down a town gate, or two ships exchanging cannon fire.

Attacking a structure is just the same as attacking a creature—the attacker rolls a to-hit roll based on their attack bonus and the structure's armour class.

However, damage is handled differently, since structures are much tougher than creatures but don't get fatigued.

Normal hand held weapons (including hand held missile weapons) do no damage to structures. While it's possible to totally destroy a wooden building with an axe, it's simply not possible to do it during the course of a few combat rounds.

Attacks from ogre sized or larger creatures, siege weapons and magic spells do affect structures.

Wooden structures lose 1 structure point for each 2 hit points of damage done by such attacks, although creatures which eat wood do full damage.

Stone structures lose 1 structure point for each 5 points of damage done by such attacks, although creatures who can burrow through rock do full damage.

Morale

Although players will always decide whether to stand and fight or to retreat when a fight seems to be going against them, sometimes the Game Master needs to quickly determine whether an NPC or a monster will run or fight.

In the case of monsters, each monster listing in *Chapter 18: Monsters* has a base morale score. In the case of hirelings employed by PCs, their base morale score will be based on the charisma of the designated party leader. See *Table 3-1* for charisma bonuses and *Chapter 8: Equipping for Adventure* for more information on employing hirelings.

When a fight appears to be going against an individual or a group, the Game Master may make a *Morale Check* for them.

A morale check is made by rolling 2d6 and comparing it to the base morale score of the individual or group. If the roll is less than or equal to their base morale score then they will continue to fight, but if it is greater than their base morale score then they will either flee, surrender, or attempt to halt the fight and parley.

Characters with extremely high charisma scores may provide their followers with such a high base morale score that they will never fail a morale check even with extreme situational penalties.

Morale checks should be made at the beginning of the *Statement of Intent* phase of combat, before the monsters or NPCs decide on their action for the round.

The exact times when a morale check is needed may vary from fight to fight, but can include such times as:

- ►Opponents start a fight when the group does not wish to fight.
- ►Opponents display vastly superior magic or fighting ability.
- ►Half the group is slain or incapacitated.
- ►Members of the group have already fled.
- ►The group's leader is slain or incapacitated.
- ►Opponents kill a significant number of the group in a single round.
- ►Opponents display willingness to escalate the fight (killing in a fight that was previously non-lethal).
- ►Reinforcements arrive to shore up the opponents' numbers.
- ►An individual is badly wounded (less than half hit points).
- ►Opponents make an offer to accept a surrender.

Although there are many possible situations listed above that might require morale checks, such checks should not be overused. Creatures should not be checking morale more than two or three times in a fight at the most.

The Game Master should also bear in mind what happens after death in their campaign setting. If the existence of life after death or some other form of continued consciousness is a known fact in the setting rather than a mere matter of faith then intelligent creatures will be more likely to fight to the death than to surrender to possible maltreatment or torture. Similarly, intelligent creatures who have good reason to think that they will be raised from the dead by their employers or priests will be more inclined to fight to the death.

The above factors should be taken into account and should give situational modifiers to the morale checks made by intelligent creatures.
Other factors that may give situational modifiers to morale checks for intelligent and/or unintelligent creatures include:

- ►Fighting with no escape route.
- ►Fighting to defend one's home or lair.
- ►Fighting to defend loved ones or innocents.
- ►The expectation that the enemy will slay incapacitated prisoners if victorious.
- ►The expectation that the enemy will torture prisoners if victorious.
- ►The expectation that the enemy will be merciful if victorious.
- ►The knowledge that if the combatant is incapacitated but their side wins the fight they will be healed.
- ►The fear of being executed (or worse) for cowardice if they run.
- ►A creature is fighting for reasons of desperation (e.g. extreme hunger or maddening pain).
- ►A previous offer to surrender has not been accepted.

When an individual or group fails a morale check, it is up to the Game Master how they behave.

In the case of unintelligent creatures, this will almost always involve a fighting retreat. Intelligent creatures may retreat or it may try to stop the fight by either surrendering or otherwise parleying with the attacking force.

In extreme cases where intelligent creatures think that escape is likely to be impossible and that the consequences of losing the fight and surviving would be worse than death, it may even include suicide.

Chapter 11: Getting Better

Adventuring is dangerous business. Characters can be hurt or killed in combat or by traps, or maybe an even worse fate can befall them and they may have their life drained or they may be turned to stone.

Whatever happens, characters can usually get better. They can heal from even the most grievous wounds given time, and magic can heal what time cannot.

Additionally, the experience gained by characters when adventuring makes them better at what they do. Characters who gain enough experience increase in level and gain new abilities as well as getting physically tougher.

Healing Damage

There are three things that will heal the normal damage (i.e. lost hit points) that a character suffers: time, first aid, and magic.

Time: All characters heal one hit point per day if active, or two hit points per day if resting. If the characters are adventuring over an extended period, this healing should take place each morning when the characters wake up.

First Aid: If a character is injured, someone can use the *First Aid* skill to heal 1d3 points of damage. The skill can only be successfully used once per injury (a whole fight's worth of damage counts as a single injury for this purpose—there is no need to track each separate attack individually). Additionally, each character can only attempt first aid once per injury whether successful or not.

Magic: There are many spells that will heal damage. There is no limit to how many may be cast on an individual, other than the number that are available. Some magic items, such as healing potions, can also heal damage to characters.

Preventing Dying

Characters who have run out of hit points must make a saving throw *vs Death* each round (with a cumulative –1 penalty per round) to avoid dying. See *Chapter 10: Combat* for more detailed rules about dying.

This process can be stopped by one of the following ways:

First Aid: A successful use of the *First Aid* skill will stabilise a character and prevent them from dying. This use of the skill can be tried multiple times until it succeeds or until the character dies, although only one person can apply first aid to a character at once.

Using the *First Aid* skill in this way does *not* count as having used it to heal the character's injuries, and it can still be used independently on the same character for that purpose.

Magical Healing: Any amount of magical healing (whether from a spell or from a magic item) will immediately and automatically prevent the character from dying *in addition to* healing the normal amount of hit points for the spell or item.

Bringing the Dead Back

What happens to a character's soul or life force after death will depend on the individual campaign world that the Game Master has set up.

However, the game assumes that death is not the end, and that it is possible to bring people back, providing they are willing—someone who is happy in their afterlife may not wish to be returned to life, and cannot be forced back to life even using a *Wish* spell.

For any of these spells to work, the recipient must actually still be dead. If the recipient has been reincarnated or otherwise reborn (whether through magic or as a natural part of the way the campaign world works) then no magic will bring the old body back to life.

See *Chapter 7: Spells & Spell Casting* for full details of these individual spells.

Raise Dead: This is the most limited spell. The spell only works on mostly intact corpses of humans or demihumans that are days or a few weeks old at the most. The recipient will also need two weeks of bed rest to recover from the ordeal. On the other hand, the spell is the easiest to acquire.

Raise Dead Fully: Although a much higher level spell and therefore much more difficult to acquire, this spell is the most flexible when it comes to the state of the body. The body can be anywhere up to a few years old, and does not need to be intact—the caster needs only a small portion (although that portion must have been taken from the body after death).

Reincarnation: This spell has the advantage that it is the only way of bringing back someone who has been dead for decades or more, although a body part is still needed. The problem with the *Reincarnation* spell is that even if the species and gender of the new body match the old one, it will still look different and will not be visibly recognisable as the same person. This can be very upsetting to family and friends, and to the recipient's own self image.

Restoring the Petrified

Some creatures, and some magical effects, are capable of turning a person to stone.

People who have been petrified in this manner are *not* dead, and therefore cannot be raised or resurrected. However, they are not conscious and will not age.

The only way to restore someone who has been petrified is to use the *Stone to Flesh* spell.

Restoring Life Energy

Many undead have the ability to drain the energy from the living. This is represented in the game by the loss of experience points and consequent levels. It is a particularly feared ability, since it will not heal on its own and there are few ways to protect against it.

If someone has had their energy drained and survived the process, the only way to restore their lost energy is via the *Restore* spell.

However, this spell is very taxing for the caster, giving them a similar (albeit temporary) condition.

The only other way to restore someone's life energy is to wait until they are dead (either from the energy drain itself or from another source after the drain) and raise them from the dead. The raised character will be back to their full life energy (and experience), although obviously this is an extremely drastic measure.

However, in the absence of an available cure, further adventuring will enable a character to overcome their drained energy by the simple method of re-gaining the experience that has been lost.

Gaining Experience

As characters adventure, they gain experience and get better at what they do. This is measured in *Experience Points* (often abbreviated to XP). Characters are awarded experience points in various situations, and these get added to the character's experience point total. With the exception of being caught by an *Energy Drain* attack, experience points are never deducted from a character's total.

Characters with high ability scores in abilities relevant to their character class can often get a 5% or 10% bonus to experience points earned. Such a bonus is applied to all experience points that the character gains (with the exception of re-gaining experience lost to energy drains by using the *Restore* spell or being raised from the dead, and experience granted by the Immortal level spell *Grant Power*). See *Chapter 4: Creating a Character* for more details.

There are a variety of things that characters can be given experience points for:

Treasure: By far the most experience that a character normally gets is by gaining treasure. Gaining treasure earns a character experience at a straightforward 1GP = 1XP rate. Treasure from the following sources should *always* gain the character experience:

- ►Treasure found while adventuring.
- ►Money paid as "rewards" or other payment for missions or adventures.
- ►Money stolen from monsters or NPCs (usually by thief characters).
- ►Monthly income from a dominion.
- ►Income from the sale of gems, jewellery and other valuable items and goods (*except* magic items) found while adventuring.

The following sources of income should *never* gain a character experience:

- ►Money given to the character by (or stolen from) other party members.
- ►Income from plying a mundane trade.
- ►Income from the sale of magic items.

In other cases, experience may or may not be awarded for money gained at the discretion of the Game Master.

Note that experience points gained for treasure are individual in nature. If an adventuring party finds treasure collectively, experience is gained by each party member separately based on how much they individually receive when the money is shared out (which may or may not be equal to the amount that other party members receive, depending on how the party decides to share out treasure and magic items).

Monsters: The party collectively gain experience for every monster that is defeated over the course of an adventure. This does not necessarily mean that the monsters have to be killed. Driving off a monster or forcing it to surrender still counts as defeating it.

Monsters can sometimes be evaded, or successfully dealt with diplomatically, avoiding a fight altogether; or sometimes they can be "defeated" in other ways such as by the party solving a riddle that the monster poses.

Only monsters that were a potential threat to the party should be worth experience for defeating. The party should not be given experience for "defeating" the high priestess of the local temple just because they persuaded her to heal a party member, for example.

See *Chapter 18: Monsters* for details of how many experience points each monster is worth.

Unless the adventure is some kind of special solo side quest for an individual character, experience gained for defeating monsters should be shared equally between all party members even if not all took an equal part in the fight (or even if not all party members were present and conscious for every fight).

It is usually most convenient to give experience for monsters in a single lump sum at the end of an encounter or series of encounters that take place within a single day of game time.

Achieving Plot Goals: If the party are taking part in an ongoing plot, they may be given bonus experience for achieving goals that move the plot towards conclusion, at the Game Master's discretion.

Other: At the Game Master's discretion, characters can be given other miscellaneous experience point awards for such things as good roleplaying, humour, or even being the only person to remember to bring dice! Whether or not this type of miscellaneous award is used (and how often) will depend heavily on the tone of the campaign.

Gaining Levels

Every character class has experience totals needed for each level of experience from 1 to 36 listed in their class table in *Chapter 4: Creating a Character*. When a character gains enough experience points such that their experience total is equal to or higher than that needed for the next level, their level will increase.

The level increase will not happen immediately (such as in the middle of a fight, for example). It will happen the next time the character rests for the night and has chance to dwell on the experiences of the day.

The following morning, the character will have all the abilities of their newly acquired level; including extra hit points and possibly extra spells per day.

Weapon feats are *not* automatically gained, only the empty weapon feat slots are gained. In order to fill those available slots, characters must train separately.

Similarly, although all spell casters gain extra spells per day, magic-users and elves do not automatically learn new spells when increasing in level. Any new daily spell slots for spell levels in which the magic-user or elf does not actually know any spells are useless until the character learns at least one spell of that level.

Learning Weapon Feats

As characters rise in level, they gain new weapon feats. These feats are not gained immediately upon increasing in level. Instead, the character must undergo training in order to spend the feat or feats.

Each weapon feat is spent to increase the level of expertise that the character has with a particular weapon. See *Chapter 6: Weapon Feats* for details of the effects of expertise on different weapons.

Table 11-1: Learning Weapon Feats

Desired Expertise	Time Needed	Expertise of Trainer				
		Basic (100gp/week)	Skilled (250gp/week)	Expert (500gp/week)	Master (750gp/week)	Grand Master (1,000gp/week)
Basic	1 week	60%	80%	95%	99%	99%
Skilled	2 weeks	1%	50%	70%	90%	95%
Expert	4 weeks	-	1%	40%	60%	80%
Master	8 weeks	-	-	1%	30%	50%
Grand Master	12 weeks	-	-	-	1%	20%

When a character wishes to spend a weapon feat in order to increase their level of expertise with a weapon, they must find a trainer. Ideally this trainer will have a higher level of expertise than the character does, but it is possible—providing the character has at least basic skill with the weapon—for the character to train with their peer.

Once the character has found a suitable trainer, they must start their training. The length of time that the training must take is listed on Table 11-1: Learning Weapon Feats, along with the weekly cost of the training if the trainer is an NPC.

Table 11-1 also shows the chance of the training being successful. This check is made half way through the training, at which point it will be apparent to the trainer whether the student is progressing or not. Unscrupulous trainers may keep quiet and keep taking money from the student for the rest of the duration anyway, but most trainers will warn the student that the training isn't working out and give them the choice of continuing the training until the end or abandoning it at that half way mark (and therefore saving the money they would have paid for the second half of the training.

In either case, the weapon feat is only considered to have been used if the training was successful.

If the training was not successful, the character gets a +10% cumulative bonus on all future training for the same level of expertise in the same weapon.

Example: Gretchen currently has a basic level of expertise with a mace, and has recently gone up a level and gained a weapon feat. She wishes to use this feat to increase her level of expertise with maces to skilled.

She hunts for a teacher, and finds a variety in the city, charging different prices based on their own skill level.

Deciding that economy is best, Gretchen goes for a relatively cheap trainer—a skilled mace trainer who charges 250gp/week.

Going from basic expertise to skilled expertise will take two weeks of training, and will (with this trainer) have a 50% chance of success.

She spends 250gp for the first week of training, and at the end of the week her player rolls for success—and gets a 79, which fails.

Gretchen's trainer takes her to one side and confides in her that it's going to take more than the initial two weeks for her to get the hang of the new techniques, and asks her if she wants to continue the training.

Gretchen decides to complete the training, so pays another 250gp and completes week 2. She now has a +10% bonus next time she tries to lean skilled proficiency with maces.

When the training is finished, Gretchen signs up for another two weeks of training with the same teacher, consoling herself that although the training is taking longer than expected, at least four weeks with this trainer isn't costing her any more than two weeks with a more expensive trainer would have.

At the end of the first week of this new set of training, Gretchen's player rolls again, and gets a 54. This would normally be a failure since the chance of success is 50%, but the +10% bonus for the completing the previous training turns it into a success.

At the end of the second week—her fourth week in total—Gretchen becomes skilled with maces, after having spent a total of 1,000gp and four weeks training.

Table 11-2 Learning New Spells

Spell Level	Time Needed	Level of Teacher					
		0	1-4	5-8	9-14	15-20	21+
		(50gp/week)	(100gp/week)	(250gp/week)	(500gp/week)	(750gp/week)	(1,000gp/week)
1-2	1 week	1%*	60%	80%	95%	99%	99%
3-4	2 weeks	-	1%*	50%	70%	90%	95%
5-6	4 weeks	-	-	1%*	40%	60%	80%
7-8	8 weeks	-	-	-	1%*	30%	50%
9	12 weeks	-	-	-	-	1%*	20%

* A teacher of this level cannot teach the spell. This is the chance for individual research done without a teacher

In this case, Gretchen re-did the training immediately after the first unsuccessful attempt, but even if she had waited weeks or months between attempts she would still have got the +10% bonus on the second roll because she completed the first attempt.

Learning New Spells

Magic-users and elves do not automatically learn new spells as they rise in level. Instead they must seek out teachers who can teach them new spells in much the same way as seeking out trainers to teach weapon feats.

Depending on the campaign world, there may be organised wizard's guilds or magical universities that teach magic, or characters may have to seek out individual teachers. The Game Master should be careful not to make it too hard for magic-users and elves to find suitable teachers; since the game assumes that the cost in terms of money and time is enough on its own to balance the utility of having more spells.

The teacher must know, and be able to cast, the spell that the student is trying to learn; and the student must be high enough level to cast the spell.

Once the character has found a suitable teacher, they must start their study. The length of time that the study must take is listed on Table 11-2: Learning New Spells, along with the weekly cost of the study if the trainer is an NPC.

Table 11-2 also shows the chance of the study being successful. This check is made half way through the study, at which point it will be apparent to the teacher whether the student is progressing or not. Unscrupulous teachers may keep quiet and keep taking money from the student for the rest of the duration anyway, but most teachers will warn the student that the study isn't working out and give them the choice of continuing the study until the end or abandoning it at that half way mark (and therefore saving the money they would have paid for the second half of the study).

If the studying was not successful, the character gets a +10% cumulative bonus on all future study (or research) for the same spell.

Unlike weapon training, it is possible for a magic-user or elf to do their own research in order to learn a spell if there is no teacher available.

In order to do such research, the magic-user or elf must have access to either a scroll of the spell or someone else's spell book that contains the spell.

In the case of individual research, the chance of success is based on the amount of money that the researcher is prepared to spend per week on research materials and laboratory usage.

However, the maximum that a researcher can spend is the equivalent of a teacher of one level *group* lower than the researcher's actual level.

Unlike study with a teacher, characters doing research do not roll for their success until after the whole research period has finished, however if their research fails they still get the +10% cumulative bonus on future research or study of the same spell.

Example: Aloysius is a 16th level magic-user who does not know the 3rd level spell Create Air. Unfortunately, the small town that he is in does not have any magic-users other than himself, and he can't leave the town for any extended period since he has sworn an oath to stay there and protect it for the rest of the season—so there is no-one to learn the spell from. He does own a spell book containing the spell though. One that he once looted from a lich's tomb and kept.

Since he has no teacher, he must try to research the spell on his own.

The spell is 3rd level, so Aloysius must spend at least 100gp/week on his research in order to have a chance of learning it, and can spend up to a maximum of 500gp/week on research, since that is the equivalent of a level 9-14 teacher—one level group lower than his own 16th level.

Since he knows that he's going to be in town for a while, he decides that there's no point throwing excess money at the issue, so he decides to spend the more modest 250gp/week on his research.

Researching a 3rd level spell at 250gp per week is exactly the same as being taught the 3rd level spell by a teacher of level 5-8—it will take two weeks, cost 250gp per week, and have a 50% chance of success. However, this chance of success is rolled at the end of the two week period, rather than in the middle of it.

Aloysius spends the two weeks and the 500gp, and at the end of that period his player rolls a 17. Aloysius now knows the Create Air spell and can add it to his spell book.

Chapter 12: Into the Wider World

Once adventurers have got some experience under their belts and they are practised in their chosen professions, they are likely to start venturing further afield from the civilised areas that they started in.

Sometimes this is due to increased bravery. Sometimes it is due to the lure of more lucrative opportunities. Sometimes it is from sheer necessity as some task requires a long journey.

Regardless of the motivation, travelling and exploring in the wilderness away from civilised areas is a dangerous undertaking. Merchants and pilgrims who need to travel long distances tend to do so in well guarded caravans; and villages and farms don't expand too far from the safety of strongholds.

Maps & Hexes

Just like dungeons, wilderness is usually mapped out in advance by the Game Master. How much of this map is known by the adventurers (and in how much detail) will vary from campaign to campaign. However, it is important that the Game Master has a reasonably accurate idea of where the adventurers are even if they don't know themselves.

Although maps given to players (to represent the maps that their characters have access to) may be anywhere from scratching and doodles to fully fledged works of art, the master maps that a Game Master uses are often drawn on hex-paper.

Drawing maps on hex-paper makes it easier to keep scale consistent from map to map, and also makes it easier to track the adventurers' movement.

The most common scale for such hex-maps is 8 miles per hex for maps of individual areas or countries, and 24 miles per hex for larger scale maps of continents and empires.

Overland Movement

Characters travelling overland normally do so either on foot or on mounts of some kind.

Table 12-1: Overland Movement (Miles)

Per-round Movement Rate	Per-Day Movement Rate			
	Road Trail	Open Terrain	Broken Ground Desert Forest Hills Mud Snow	Glaciers Jungle Mountain Swamp
10'	9 miles	6 miles	4 miles	3 miles
20'	18 miles	12 miles	8 miles	6 miles
30' (e.g. Draft Horse)	27 miles	18 miles	12 miles	9 miles
40' (e.g. Human)	36 miles	24 miles	16 miles	12 miles
50' (e.g. Camel)	45 miles	30 miles	20 miles	15 miles
60'	54 miles	36 miles	24 miles	18 miles
70' (e.g. Pony)	63 miles	42 miles	28 miles	21 miles
80' (e.g. Riding Horse)	72 miles	48 miles	32 miles	24 miles

Table 12-2: Overland Movement (8-Mile Hexes)

Per-round Movement Rate	Per-Day Movement Rate (Approximate)			
	Road Trail	Open Terrain	Broken Ground Desert Forest Hills Mud Snow	Glaciers Jungle Mountain Swamp
10'	1 hex	1 hex	0.5 hexes	0.5 hexes
20'	2 hexes	1.5 hexes	1 hex	1 hex
30' (e.g. Draft Horse)	3.5 hexes	2.5 hexes	1.5 hexes	1 hex
40' (e.g. Human)	4.5 hexes	3 hexes	2 hexes	1.5 hexes
50' (e.g. Camel)	5.5 hexes	4 hexes	2.5 hexes	2 hexes
60'	7 hexes	4.5 hexes	3 hexes	2.5 hexes
70' (e.g. Pony)	8 hexes	5.5 hexes	3.5 hexes	2.5 hexes
80' (e.g. Riding Horse)	9 hexes	6 hexes	4 hexes	3 hexes

Riding horses are the most common mount, but in desert environments camels may be more suitable—and characters with a lot to carry may prefer wagons or other vehicles.

The distance that a group can move in a day is based on the movement speed of the slowest member of the group.

On open terrain, a group or individual can move 60% of their per-round movement speed in miles.

For example, the movement rate of an unencumbered human is normally 40' per round. Therefore, an unencumbered human can travel 24 miles per day on open terrain.

Difficult terrain such as desert, forest, hills, broken ground; or difficult weather conditions such as snow or heavy rain reduces this movement speed by a third, to 40% of their per-round movement speed in miles.

For example, the movement rate of an unencumbered human is normally 40' per round. Therefore, an unencumbered human can travel 16 miles per day on difficult terrain.

Extreme terrain such as mountains, jungle, swamp or glaciers reduces the open terrain movement speed by half, to 30% of their per-round movement rate in miles.

Finally, paved roads increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow conditions; and established but unpaved trails increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow or heavy rain conditions.

Table 12-1 shows the movement rates (in miles per day) on each type of terrain for creatures with base speeds ranging from 10'/round to 80'/round; and table 12-2 shoes the approximate movement rates in standard 8-mile hexes (rounded to the nearest half hex) for the same creatures.

It is important to remember that the movement rates shown in those tables are for completely unencumbered people and are therefore unlikely to be reached by actual travellers.

Armoured humans will typically move at a speed of 20' rather than 40', and unarmoured humans carrying packs containing food and gear will typically move at a speed of 30' rather than 40'. Similarly, although rider-less horses can move at 80', a horse with a saddle and rider will typically move at a speed of only 40'.

See *Chapter 8: Equipping for Adventure* for more details on how encumbrance affects movement rates.

Mixed Terrain

Someone travelling on a mix of terrain during the same day travels at a rate governed by the majority of the terrain that they travelled across.

The sole exception to this (and this only happens in very rare circumstances) is that this method can sometimes result in someone travelling across more of a particular terrain type in a partial day than they normally could in a whole day, because they spent the majority of the day travelling on a much less difficult terrain. In this rare case, the person's travel distance over the more difficult terrain is limited to the amount they could normally travel on that terrain in a whole day.

Example: Black Leaf is leaving town in possession of a treasure map that she has found. The map shows a site to the north of a mountain pass.

According to the Game Master's hex map, the place that is marked on Black Leaf's map as the point at which to leave the road and start heading north is two and a half hexes away from the town.

With Black Leaf's normal movement rate of 40' per round, she can travel 4.5 hexes per day along the mountain pass (a road), and 1.5 hexes per day in the mountains. Since she is travelling two and a half hexes on the road before turning off, the majority of her day's journey will be on the road and she therefore travels at her road speed—4.5 hexes per day.

However, this would take her along 2.5 hexes of road, followed by 2 hexes of mountains. In a whole day she can only travel across 1.5 hexes of mountains, so her movement in the mountain hexes is limited to this value.

Therefore at the end of the first day, she has travelled along two and a half hexes of road and one and a half hexes of mountain, and camps for the night half way through the second mountain hex.

Fatigue

Creatures that are travelling long distances must rest for a full day for every six days that they travel.

Failure to do so results in a cumulative –1 penalty to to-hit and damage rolls due to long term fatigue per six days (or part of six days) of continuous travel after the initial six.

This penalty is reduced by 1 for each full day of rest taken.

Example: Elfstar and Black Leaf are travelling to the capital. Unfortunately they have no horses, so they are travelling on foot.

Although Black Leaf is relatively unencumbered, Elfstar's armour means that she moves at only 30' per round.

The city is 240 miles away, and the Game Master is not using a hex map.

Given Elfstar's movement rate, they pair can travel 27 miles per day. After six days of travelling, they have walked a total of 162 miles.

They now have a choice. They still have 78 miles to go, and at their walking speed this will take them another three days to walk.

They can press on, completing the whole journey in 9 days, but fatiguing themselves with a –1 penalty; or they can rest for a day before continuing. This will make the journey last an extra day, but they will not be fatigued when they arrive.

Black Leaf's suggestion of a third option—stealing a couple of horses and getting there in a day without fatigue (because they only walked for six days and the horses only walked for one day) is vetoed by Elfstar. But she does agree to see if there are any horses for sale.

Getting Lost

It is difficult to get lost following a road or established trail, but when travelling through the wilderness away from such easy guides it is remarkably easy to get lost.

Each day that a party travels in wilderness without roads or trails, the party member who is leading the group (which may be an NPC guide of some kind) must make a *Wisdom Check* using their *Navigating* skill. The Game Master should give modifiers to the roll for things like prominent landmarks or the character living locally and having local knowledge of the area.

If the player makes the roll, they are confident of their location and the party goes in the direction that they intend to go.

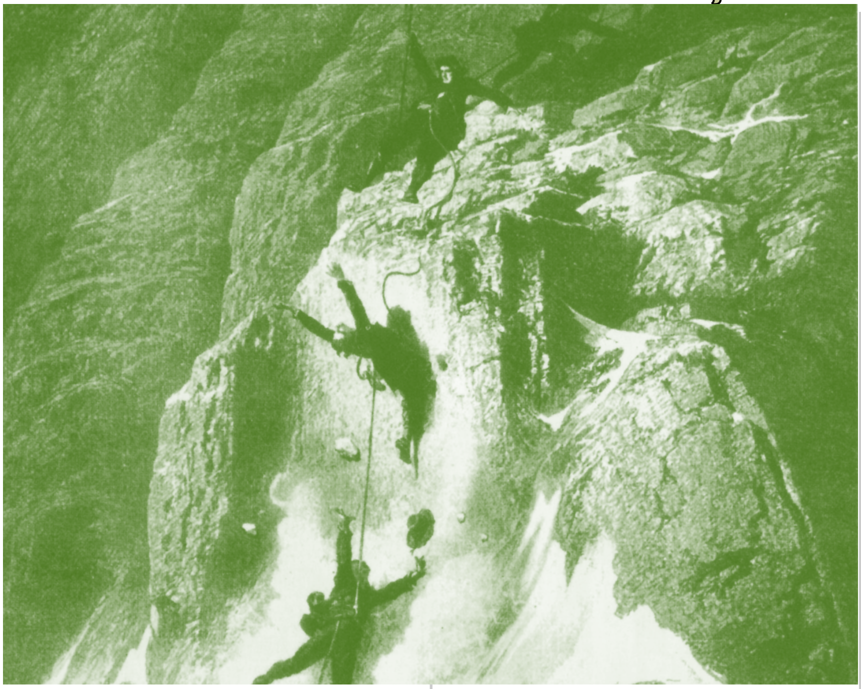
If the player fails the roll, the Game Master should secretly roll 1d6.

If the party are in open terrain, then they will get lost on a roll of 1.

If the party are in swamp, desert or jungle, then they will get lost on a roll of 1-3.

If the party are in other terrain, then they will get lost on a roll of 1-2.

If the party becomes lost, the players should not be informed of this.



Instead, the Game Master should roll again to see which direction the party end up going in (it is better for the Game Master to always make this roll, even if it is not necessary—that way the players don't know whether or not their characters are lost).

If the second roll is 1-3, the party accidentally travel 60° (one hex side if using a hex map) to the left of their intended direction. If the second roll is 4-6, the party accidentally travel 60° (one hex side if using a hex map) to the right of their intended direction.

The players should not be informed that their characters have become lost, and the Game Master should do their best to describe directions as if the characters were actually going the way they think they're going.

Once lost, the leader of the group still makes a *Navigating check* each day. If they keep failing the checks, they will continue to travel the way they were travelling the previous day without realising their error (and the Game Master must roll again to see if they veer further off course).

Once the party leader succeeds in their daily *Navigating check*, they will realise that they are travelling in the wrong direction (and which direction they are actually travelling in) and—if they were intending to travel to a specific location rather than just exploring—which direction their destination now lies in.

Example: Aloysius is travelling through the desert by camel. He has a Wisdom of 9, and possesses no Navigating skill.

Unfortunately, his local guide has died; and he is trying to find his way back to the oasis by himself. He knows that it is south of his current location.

On the first day, Andy (Aloysius's player) rolls a Navigating check and fails. Aloysius is, unsurprisingly, not entirely sure that he is heading in the right direction.

The Game Master secretly rolls a d6 to see if he gets lost, and a second d6 to see the direction that he will get turned in if he does get lost.

The first d6 is a 1, which means that Aloysius will be lost, and the second d6 is a 4, which means that he will actually spend the day travelling south west, thinking he is travelling south.

After travelling what he thinks is south for the whole day, Aloysius camps for the night.

On the second day, he tries a Navigating check again, and fails again.

The Game Master rolls the two d6s again, and this time the first one comes up with a 5. So Aloysius doesn't get turned around and carries on travelling south west (although he—and Andy—still thinks he is travelling south).

After a second day of travelling south west, Aloysius makes another Navigating check on the third morning. This time he succeeds, and realises that he is travelling south west instead of south. Unfortunately he doesn't know how long he has been going in the wrong direction for. However, he does recognise some landmarks and realises that he needs to head east from his current location in order to reach the oasis.

Cursing his lack of direction sense, and hoping he doesn't get lost again, he turns around and heads east.

Foraging

Although wise adventurers carry supplies with them, they sometimes prefer to—or need to—supplement their carried food with fresh food, whether hunted or foraged.

Characters who are travelling can gather food while on the move.

If the party move at only 2/3 of their normal per-day movement rate, they can gather (from hunting and foraging) half of their day's food at the same time, meaning they only need to use half of a day's carried food supply each day.

If the party chooses to remain stationary, they can gather (from hunting and foraging) a whole day's food, and don't need to use any of their carried supplies.

In either case, if the party member leading the foraging or hunting (which may be an NPC guide) succeeds in either a *Tracking check* or a *Nature Lore check* (they may choose which check to make, but cannot attempt both), twice as much food is gathered that day.

It is important to remember that if a party hunts while stationary in order to provide themselves with a food supply that they can carry with them for use while on the move, such unpreserved food supplies will only last a week before becoming inedible.

Parties who remain stationary cannot count a day spent gathering food as a day spent resting for the sake of avoiding or reducing fatigue.

At the Game Master's discretion, some unusual locations might have an abundance or a dearth of food supplies, so foraging may be more or less effective in those locations.

Table 12-3: Waterborne Movement & Hull Strength

Ship Type	Movement Rate*			Armour Class	Structure Points
	Miles/Day	8-Mile Hexes/Day	Feet/Round		
River Barge	36 miles	4.5 hexes	60’	8	20-40
Barque	90 miles	11 hexes	150’	8	60-90
Canoe, River	18 miles	2 hexes	60’	9	5-10
Canoe, Sea	18 miles	2 hexes	60’	9	5-10
Galley	18/90 miles	2/11 hexes	90’/150’	8	80-100
Longship	18/90 miles	2/11 hexes	90’/150’	8	60-80
Quinquirime	12/72 miles	1.5/9 hexes	60’/120’	7	120-150
Raft, Professional	12 miles	1.5 hexes	30’	9	5-10
Raft, Scavenged	12 miles	1.5 hexes	30’	9	3-5
Rowing Boat	18 miles	2 hexes	30’	9	10-20
Skiff	72 miles	9 hexes	120’	8	20-40
Sloop	72 miles	9 hexes	120’	7	120-180
Trireme	18/72 miles	2/9 hexes	90’/120’	7	100-120
Troopship	54 miles	7 hexes	90’	7	160-220

* When two movement rates are given, the first is for rowing and the second is for sailing.

Waterborne Movement

Taking to the seas can be an efficient way of travelling long distances. However, it is not without risk.

Table 12-3 shows the movement rates of various types of ship. Some ships, such as galleys and longships, are given two movement rates because they can either sail or be rowed.

Rowing is much harder work than walking over long distances, so all row powered ships and boats have smaller per-day movement rates than their per-round movement rates would otherwise indicate. However, this reduced speed takes into account rower fatigue, so rowed ships and boats do not need to stop every six days for their crew to recover.

Wind & Storms

Sailing ships need wind to be able to travel, and are surprisingly adept at travelling even upwind by tacking.

For the purposes of Dark Dungeons, it is not necessary to track the exact wind direction and speed under normal circumstances. The sailing speeds of the various ships are averaged.

However, there are two wind conditions that can affect ships. They can become becalmed, or they can be lost in storms.

Each day that the party are out at sea (but not when they are sailing on inland lakes or rivers), the Game Master should roll 2d6.

If the Game Master rolls a 2, then there is no wind, and ships will become becalmed.

If the Game Master rolls a 12, there is a storm that day.

Any other result has no effect on sea travel.

Becalmed

When there is no wind, ships with sails cannot use them to move. Any such ship must either have the crew row, or must stay where it is for the day.

Ships with both sails and oars, such as galleys and longships, may still move by rowing while becalmed.

Storms

Storms are very dangerous to ships at sea. They can destroy even the largest ship unless the ship can “run before the storm”.

When the dice indicate that there is a storm, the first thing that the Game Master must do is to determine the wind direction randomly.

If the ship has working sails, the captain must decide whether to run before the storm or to try to weather it. The former is by far the safest option unless the wind is blowing the ship towards land.

If the ship runs before the storm, it moves at triple its normal daily movement rate in the direction of the wind.

If this does not bring it up against a coastline then the ship is safe. However, if the ship is blown onto the coast when running before a storm then there is a 75% chance of it breaking up on rocks and sinking and a 25% chance of it being able to find a safe haven such as a port or a natural bay.

If the ship’s captain chooses to take down the sails and weather the storm, of if the ship does not have sails, then the ship will move half of its normal daily movement rate in the direction of the wind, and will have an 80% chance of breaking up in the storm and sinking.

If the ship does not break up, and this movement does not bring it up against a coastline, then the ship is safe. However, if the ship is blown onto the coast when weathering a storm then there is a 75% chance of it breaking up on rocks and sinking and a 25% chance of it being able to find a safe haven such as a port or a natural bay.

Lost At Sea

When travelling across the sea, ships can get lost just as land travellers can get lost.

Any day that a ship starts out of sight of land (normally this will be any time it starts a day more than 8 miles, or 1 hex, from land) there is a chance for it to become lost.

The procedure is the same as for overland travel. The ship’s navigator (which may be a PC or an NPC) rolls a *Navigating check*, and if successful the ship is on course.

If the player fails the roll, the Game Master should secretly roll 1d6. The party will get lost on a roll of 1-2.

If the party becomes lost, the players should not be informed of this. Instead, the Game Master should roll again to see which direction the party end up going in (it is better for the Game Master to always make this roll, even if it is not necessary—that way the players don't know whether or not their characters are lost).

If the second roll is 1-3, the party accidentally travel 60° (one hex side if using a hex map) to the left of their intended direction. If the second roll is 4-6, the party accidentally travel 60° (one hex side if using a hex map) to the right of their intended direction.

The players should not be informed that their characters have become lost, and the Game Master should do their best to describe directions as if the characters were actually going the way they think they're going.

Once lost, the leader of the group still makes a *Navigating check* each day. If they keep failing the checks, they will continue to travel the way they were travelling the previous day without realising their error (and the Game Master must roll again to see if they veer further off course).

Once the party leader succeeds in their daily *Navigating check*, they will realise that they are travelling in the wrong direction (and which direction they are actually travelling in), and—if they were intending to travel to a specific location rather than just exploring—which direction their destination now lies in.

Ship to Ship Combat

When the crew of two ships wish to fight, they can do so in three ways.

Firstly, if their ship is equipped with catapults or cannons, it can keep its distance from the enemy and try to sink it or drive it away.

Secondly, if the ship has ship's rams attached, it can try to ram the enemy ship in order to sink it.

And finally, the ship can pull up alongside the enemy and grapple it, so that the crew can cross between the ships and fight hand to hand.

All of this combat is done using the normal combat rules found in *Chapter 10: Combat*. The captain of each ship declares what action the ship will perform, and the ships act in initiative order.

Boarding Actions

If two ships pull alongside each other, (within 50') either because one is in the process of ramming the other or because the captains wish to grapple and board, then either crew can attempt to grapple the other ship.

If both crews wish to grapple, then it is automatically successful. If only one crew wishes to grapple, then the other crew can roll 1d6; and on a 1-4, they manage to repel the grapple attempt by cutting and casting free the grappling hooks and lines.

If the grapple is successful, both ships are pulled tight together and crew can pass from one to the other in order to fight hand-to-hand.

Any character crossing between the two ships has difficulty manoeuvring due to having to climb over rails and ropes, and takes a +2 penalty to armour class and a –2 penalty to all attacks during the round in which they cross.

Damage to Ships

Ships that are damaged lose 10% of their speed for every 10% of their structure points that they have lost.

Rowed ships also lose 10% of their speed for every 10% of their rowers that are missing.

Once a ship has lost three quarters of its structure points, it is dead in the water and can no longer sail under its own power.

When a ship has lost all of its structure points, it sinks over the course of the next 1d10 rounds.

Repairing Ships

Makeshift repairs can repair up to half the damage that a ship has taken while at sea, providing there are at least five crew assigned to repair duty; with one structure point being repaired per ten minutes. Multiple five-person crews can repair a ship simultaneously.

These jury rigged repairs will only last for 6d6 days before coming irreparably apart.

To permanently and fully repair a ship it must either be docked or magic must be used.

Airborne Movement

There are a variety of ways that characters can travel by air. They may have mounts that can fly, such as pegasi, hippogriffs or even dragons. They may have magical flying devices such as *Brooms of Flying* or *Flying Carpets*. Or they may have a flying ship equipped with a *Sail of Skysailing*.

Mounts & Devices

Travelling by riding a flying mount or magical device uses the same movement rules as overland movement. The only difference being that all terrain is considered to be "road" for purposes of converting per-round movement speeds into daily movement speeds; with the exception of heavy rain and snow, which still reduce daily movement rates as normal.

When travelling on a flying mount or magical device, characters have no chance of getting lost. However, characters on flying mounts and devices are still subject to fatigue if they travel for more than six days without taking a rest day.

Character on flying mounts or devices cannot gather food while on the move.

Skysailing

Ships that are equipped with a *Sail of Skysailing* can fly at incredible speeds through the air. However, in order to do this they must be powered by a spell caster.

Table 12-4: Skysailing Speeds

Effective spell caster level*	Manoeuvring Speed	Cruising Speed		
		Feet per round	Miles per day	8-mile Hexes per day
1	20'/round	400'/round	400 miles	50 hexes
2	20'/round	400'/round	400 miles	50 hexes
3	20'/round	400'/round	400 miles	50 hexes
4	20'/round	400'/round	400 miles	50 hexes
5	20'/round	400'/round	400 miles	50 hexes
6	40'/round	800'/round	800 miles	100 hexes
7	40'/round	800'/round	800 miles	100 hexes
8	40'/round	800'/round	800 miles	100 hexes
9	60'/round	1,200'/round	1,200 miles	150 hexes
10	60'/round	1,200'/round	1,200 miles	150 hexes
11	60'/round	1,200'/round	1,200 miles	150 hexes
12	60'/round	1,200'/round	1,200 miles	150 hexes
13	80'/round	1,600'/round	1,600 miles	200 hexes
14	80'/round	1,600'/round	1,600 miles	200 hexes
15	80'/round	1,600'/round	1,600 miles	200 hexes
16	80'/round	1,600'/round	1,600 miles	200 hexes
17	100'/round	2,000'/round	2,000 miles	250 hexes
18	100'/round	2,000'/round	2,000 miles	250 hexes
19	100'/round	2,000'/round	2,000 miles	250 hexes
20	120'/round	2,400'/round	2,400 miles	300 hexes
21	120'/round	2,400'/round	2,400 miles	300 hexes
22	120'/round	2,400'/round	2,400 miles	300 hexes
23	120'/round	2,400'/round	2,400 miles	300 hexes
24	140'/round	2,800'/round	2,800 miles	350 hexes
25	140'/round	2,800'/round	2,800 miles	350 hexes
26	140'/round	2,800'/round	2,800 miles	350 hexes
27	160'/round	3,200'/round	3,200 miles	400 hexes
28	160'/round	3,200'/round	3,200 miles	400 hexes
29	160'/round	3,200'/round	3,200 miles	400 hexes
30	160'/round	3,200'/round	3,200 miles	400 hexes
31	180'/round	3,600'/round	3,600 miles	450 hexes
32	180'/round	3,600'/round	3,600 miles	450 hexes
33	180'/round	3,600'/round	3,600 miles	450 hexes
34	180'/round	3,600'/round	3,600 miles	450 hexes
35	200'/round	4,000'/round	4,000 miles	500 hexes
36	200'/round	4,000'/round	4,000 miles	500 hexes

*See text for reductions to effective spell caster level

If a non-spell user takes the wheel of ship that has a *Sail of Skysailing*, it acts in all ways as a normal ship. However, if a spell user (i.e. a magic-user, elf, cleric, druid, shaman, or sorcerer) takes the wheel, they may concentrate for a round in order to activate the sails. For the rest of the day, that spell user may - while at the wheel - make the ship fly and control its course and speed. Activating the sails drains the spell user of all spells they currently had prepared for the day, as if those spells had been cast.

The speed of the ship is determined by the effective level of the spell user who is controlling it. This effective level is based on the actual level of the spell caster, but reduced by three for each spell they have cast during the day prior to activating the sail, to a minimum of first level. See *Table 12-4* to see the flying speed of the ship based on the spell user's effective level.

The spell user must remain at the wheel of the ship for the duration of the flight. Leaving for more than 10 minutes stops the ship, and it starts sinking to the ground at a rate of 50' per round (5' per second).

If this causes the ship to crash in water deep enough to hold it then it will be fine (assuming it is not damaged beyond seaworthiness, of course). If it lands on the ground it will take damage equal to 1d100% of its structure points.

Control of the ship may be regained by any spell user who spends a round re-activating the ship. Remember, however, that the original spell user will have used all their spells the first time they controlled it, so if they re-establish control they will be effectively first level.

A single spell user can fly a ship for 8 hours without a problem (and the daily movement rates in *Table 12-4* are based on an 8-hour travelling day). The spell caster can pull a 'double shift' at the wheel, lasting for up to 16 hours, but for the second 8-hour shift they only have an effective level of one; and they will not regain spells the following morning, but must rest for a full day before they can regain spells or re-activate the sail.

Although the speed and heading of the ship are controlled by the spell user at the wheel, the ship still needs a full complement of crew to be controlled. Without a full complement of crew, the spell user at the wheel can make the ship rise and hover in place, but cannot make it fly in a straight line. Any attempt at horizontal movement will be at the mercy of the winds.

However, ships such as galleys that are normally supplemented by rowers do need them while flying. They do, however, need them if the land on water and wish to sail normally.

Take Off & Landing

The incredible flight speeds of ships equipped with a *Sail of Skysailing* can only be maintained in a roughly straight line, and are therefore only usually used at high altitude. When travelling at a low altitude, or taking off and landing, ships must drop to manoeuvring speed. This is much slower, but allows the ship to make significant heading changes and to do fine manoeuvres in order to land in a harbour or dry-dock.

A ship *can* be flown at cruising speed at low altitude, but doing so is often suicidally dangerous.

Switching from manoeuvring speed to cruising speed (or *vice versa*) takes 1d8 rounds of concentration.

A ship equipped with a *Sail of Skysailing* can land and take off normally on water, or from a specially constructed frame resembling a dry-dock where ships are built. Taking off in either situation requires 1d8 rounds of concentration in order to start the ship moving.

If a ship is forced to land in a controlled manner on normal ground, it will not be damaged, but it will roll onto its side. It will not be able to take off again unless it is righted and held upright for the duration of the take off.

Leaving the Planet

Ships equipped with *Sails of Skysailing* have no upper altitude limit. Providing they have an adequate air supply, they may leave the planet completely and fly through space at speeds dwarfing even the fastest air speed to get to other planets and moons—or even leave the Celestial Sphere completely and fly through the Luminiferous Aether to other spheres.

See *Chapter 15: Out of This World* for detailed rules about flying outside the atmosphere.

Skysailing Combat

Because of the speed of Skysailing, combats and encounters are rare when a ship is flying at cruising speed. Most natural creatures can't keep up with one, and the speeds mean that two ships won't even be in missile range of each other for a whole round before zooming off in different directions.

However, a ship that is travelling at manoeuvring speed is much more vulnerable to—and capable of—attack.

Flying ships in combat are treated just like normal ships in combat, and can grapple, board and ram each other.

Like normal ships they lose 10% of their speed for each 10% of their structure points that are missing, and when they have lost 75% of their structure points they are reduced to manoeuvring speed.

When a ship has lost 100% of its structure points, it can no longer fly and will fall to the ground.

Wilderness Encounters

Unlike dungeon situations, where there tend to be fixed structures with fixed creatures living in them, adventuring in the wilderness is a lot more random.

Table 12-5: Wilderness Encounter Chances

Terrain	Chance of Encounter (1d12)	
	Day	Night
Barren Lands	1-4	1-2
City	1-4	1-2
Clear	1-2	1
Desert	1-4	1-2
Flying (any terrain)	1-4	1-2
Forest	1-4	1-2
Grasslands	1-2	1
Hills	1-4	1-2
Jungle	1-6	1-3
Mountains	1-6	1-3
Ocean	1-4	1-2
River	1-4	1-2
Settled	1-2	1
Swamp	1-6	1-3

Table 12-6: Wilderness Encounters

1d8 Roll	Barren Mountains Hills	City	Clear Grassland	Desert	Jungle
1	Animal	Human	Animal	Animal	Animal
2	Dragon	Human	Animal	Animal	Animal
3	Dragon	Human	Dragon	Dragon	Dragon
4	Flyer	Human	Flyer	Flyer	Flyer
5	Human	Human	Human	Human	Human
6	Humanoid	Human	Humanoid	Human	Humanoid
7	Humanoid	Humanoid	Insect	Humanoid	Insect
8	Unusual	Undead	Unusual	Undead	Insect
1d8 Roll	**Ocean**	**River**	**Settled**	**Swamp**	**Woods**
1	Dragon	Animal	Animal	Dragon	Animal
2	Flyer	Dragon	Animal	Flyer	Animal
3	Human	Flyer	Castle*	Human	Dragon
4	Swimmer	Human	Dragon	Humanoid	Flyer
5	Swimmer	Humanoid	Flyer	Insect	Human
6	Swimmer	Insect	Human	Swimmer	Humanoid
7	Swimmer	Swimmer	Human	Undead	Insect
8	Swimmer	Swimmer	Humanoid	Undead	Unusual

*See text for details of Castle encounters

While there may be particular fixed locations that the Game Master has marked on their map as being the lairs of monsters or the territories of particular races; most of the time it is not feasible to work this out in advance for every square mile of the country or even planet that the players might want to explore.

In the same way that characters may encounter wandering monsters in dungeons (see *Chapter 9: Dungeon Delving* for details), they may also encounter wandering monsters. The Game Master should check twice per 24-hour period; once during the day and once during the night. The chance of an encounter occurring is based on the type of terrain that the party is travelling through, and can be found on *Table 12-5*.

If the party is travelling through terrain that fits more than one category (e.g. wooded hills), or is travelling through more than one type of terrain during the day, then the Game Master should pick whichever type is most suitable.

Once the type of encounter has been determined, the exact encounter can either be determined by the Game Master's wishes or rolled randomly using 1d12 on the relevant table.

The number of creatures encountered is not given on the encounter tables. Instead it is found in the monster descriptions in *Chapter 10: Monsters*. In the monster descriptions in that chapter, two numbers are given for each monster—a lair group and a wandering group. The Game Master is free to select whether the party have come across a wandering group of the monsters or whether they have come across the monsters' lair. When selecting this, the Game Master should take into account both the party's current activity (exploring, travelling along a well worn road, or stationary) and what type of lair the monsters are likely to have.

If the Game Master wishes, they can replace these tables with tables specific to the areas of their own worlds—for example a particular mountain range might not contain kobolds, but might be known to contain lots of orcs. A replacement table could be made for that mountain range with the "kobold" entries swapped for additional "orc" entries.

Castles

The "Settled" column of *Table 12-6* has an entry labelled "Castle". Unlike the other entries on that table, this entry does not link to another table.

If the Game Master already has a detailed map of the area, and there is no such castle, then this entry should be re-rolled. Otherwise, it means that the party has arrived at a castle or other stronghold.

Table 12-7: Animals

1d12 Roll	Barren	Clear	Desert	Grassland	Hills
1	Animal (Herd)	Animal (Herd)	Animal (Herd)	Animal (Herd)	Animal (Herd)
2	Ape (Cave)	Ape (Rock Baboon)	Animal (Herd)	Ape (Rock Baboon)	Ape (Cave)
3	Ape (Rock Baboon)	Boar	Camel	Boar	Ape (Rock Baboon)
4	Ape (Snow)	Cat (Lion)	Camel	Cat (Lion)	Ape (Snow)
5	Bear (Cave)	Donkey	Cat (Lion)	Donkey	Bear (Cave)
6	Bear (Grizzly)	Elephant	Cat (Lion)	Elephant	Bear (Grizzly)
7	Cat (Mountain Lion)	Ferret (Giant)	Lizard (Giant Gecko)	Ferret (Giant)	Cat (Mountain Lion)
8	Mule	Ferret (Giant)	Lizard (Giant Tuatara)	Ferret (Giant)	Mule
9	Snake (Pit Viper)	Horse (Riding)	Snake (Pit Viper)	Horse (Riding)	Snake (Pit Viper)
10	Snake (Rattler)	Lizard (Giant Draco)	Snake (Rattler)	Lizard (Giant Draco)	Snake (Rattler)
11	Wolf (Dire)	Snake (Pit Viper)	Spider (Black Widow)	Snake (Pit Viper)	Wolf (Dire)
12	Wolf (Normal)	Snake (Rattler)	Spider (Tarantella)	Snake (Rattler)	Wolf (Normal)
1d12 Roll	Jungle	Mountains	River	Settled	Woods
1	Animal (Herd)	Animal (Herd)	Animal (Herd)	Animal (Herd)	Animal (Herd)
2	Boar	Ape (Cave)	Boar	Animal (Herd)	Boar
3	Cat (Panther)	Ape (Rock Baboon)	Cat (Panther)	Boar	Cat (Panther)
4	Lizard (Giant Draco)	Ape (Snow)	Cat (Tiger)	Cat (Tiger)	Cat (Tiger)
5	Lizard (Giant Gecko)	Bear (Cave)	Crab (Giant)	Ferret (Giant)	Lizard (Giant Gecko)
6	Lizard (Giant Horned)	Bear (Grizzly)	Crocodile	Horse (Riding)	Lizard (Giant Draco)
7	Rat (Giant)	Cat (Mountain Lion)	Crocodile (Large)	Rat (Giant)	Lizard (Giant Tuatara)
8	Shrew (Giant)	Mule	Fish (Giant Rockfish)	Shrew (Giant)	Snake (Pit Viper)
9	Snake (Pit Viper)	Snake (Pit Viper)	Leech (Giant)	Snake (Racer)	Spider (Crab Spider)
10	Snake (Rock Python)	Snake (Rattler)	Rat (Giant)	Snake (Pit Viper)	Unicorn
11	Snake (Spitting Cobra)	Wolf (Dire)	Shrew (Giant)	Spider (Tarantella)	Wolf
12	Spider (Crab Spider)	Wolf (Normal)	Toad (Giant)	Wolf	Wolf (Dire)

To generate a random castle, first roll 1d20 to see who the owner of the castle is:

1-3 = Cleric
4 = Dwarf
5 = Elf
6-14 = Fighter
15 = Halfling
16-18 = Magic-User
19-20 = Thief

This owner will be a level 1d20+8 character of that class.

The Game Master should also roll 1d6, to determine what allegiance the castle's owner has to the rulers of the country:

1-2 = Fanatically loyal
3-5 = Reasonably loyal
6 = Disloyal

Obviously, this allegiance will not usually be openly displayed to a passing adventuring party.

Encounter Balance

The encounters listed on the following pages vary tremendously in strength, ranging from simple kobolds to mighty dragon queens.

Some encounters may be very easy for the party to overcome, and others may well be nigh impossible to overcome in any way other than the party simply hiding or fleeing from the creature(s) that they have encountered.

Table 12-8: Humans

1d12 Roll	Clear	Desert	Grassland	Hill	Jungle
1	Adventurer	Adventurer	Adventurer	Adventurer	Adventurer
2	Bandit	Cleric	Bandit	Bandit	Adventurer
3	Bandit	Dervish	Bandit	Berserker	Bandit
4	Berserker	Dervish	Berserker	Berserker	Berserker
5	Brigand	Fighter	Brigand	Brigand	Brigand
6	Cleric	Magic-User	Cleric	Cleric	Brigand
7	Fighter	Merchant	Fighter	Fighter	Brigand
8	Magic-User	Noble	Magic-User	Magic-User	Cleric
9	Merchant	Nomad	Merchant	Merchant	Fighter
10	Merchant	Nomad	Merchant	Neanderthal	Magic-User
11	Noble	Nomad	Noble	Neanderthal	Merchant
12	Nomad	Nomad	Nomad	Neanderthal	Neanderthal
1d12 Roll	Ocean	River	Settled	Swamp	Woods
1	Adventurer	Adventurer	Acolyte	Adventurer	Adventurer
2	Buccaneer	Bandit	Adventurer	Adventurer	Bandit
3	Buccaneer	Buccaneer	Bandit	Bandit	Bandit
4	Merchant	Buccaneer	Bandit	Bandit	Berserker
5	Merchant	Buccaneer	Cleric	Berserker	Brigand
6	Merchant	Cleric	Fighter	Brigand	Brigand
7	Merchant	Cleric	Magic-User	Cleric	Cleric
8	Merchant	Fighter	Merchant	Fighter	Druid
9	Pirate	Magic-User	Noble	Magic-User	Druid
10	Pirate	Merchant	NPC Party	Merchant	Fighter
11	Pirate	Merchant	Trader	NPC Party	Magic-User
12	Pirate	NPC Party	Veteran	Trader	Merchant

Table 12-9: Humanoids

1d12 Roll	Barren	Clear	City Settled	Desert	Grassland
1	Dwarf	Bugbear	Dwarf	Giant (Fire)	Bugbear
2	Giant (Frost)	Elf	Elf	Goblin	Elf
3	Giant (Hill)	Giant (Hill)	Giant (Hill)	Goblin	Giant (Hill)
4	Giant (Stone)	Gnoll	Gnome	Hobgoblin	Gnoll
5	Giant (Storm)	Gnoll	Gnoll	Hobgoblin	Gnoll
6	Gnome	Goblin	Goblin	Ogre	Goblin
7	Goblin	Halfling	Halfling	Ogre	Halfling
8	Kobold	Hobgoblin	Hobgoblin	Ogre	Hobgoblin
9	Kobold	Ogre	Ogre	Orc	Ogre
10	Orc	Orc	Orc	Orc	Orc
11	Troglodyte	Pixie	Pixie	Pixie	Pixie
12	Troll	Troll	Sprite	Sprite	Troll
1d12 Roll	**Hill Mountain**	**Jungle**	**River**	**Swamp**	**Woods**
1	Dwarf	Bugbear	Bugbear	Gnoll	Bugbear
2	Giant (Frost)	Cyclops	Elf	Goblin	Cyclops
3	Giant (Hill)	Elf	Gnoll	Hobgoblin	Dryad
4	Giant (Stone)	Giant (Fire)	Hobgoblin	Lizard Man	Elf
5	Giant (Storm)	Giant (Hill)	Lizard Man	Lizard Man	Elf
6	Gnome	Gnoll	Lizard Man	Lizard Man	Giant (Hill)
7	Goblin	Goblin	Nixie	Nixie	Gnoll
8	Kobold	Lizard Man	Ogre	Ogre	Goblin
9	Kobold	Ogre	Orc	Orc	Hobgoblin
10	Orc	Orc	Orc	Troglodyte	Ogre
11	Troglodyte	Troglodyte	Sprite	Troll	Orc
12	Troll	Troll	Troll	Troll	Troll

This variation is an essential part of the game—it is dangerous out in the wilderness and low level parties venture away from settled areas at their own risk—and therefore the Game Master shouldn't feel that they have to re-roll encounters that are unsuitable for the party's level.

The players should not get the feeling that the world is "levelling up" as they do, and that the Game Master is simply selecting monsters of an appropriate difficulty.

On the other hand, it is important for the Game Master to be fair to the players. There's no fun in a low level party leaving town and getting eaten by a dragon on the first night.

The Game Master should therefore ensure that overwhelming fights can be avoided, whether that is through the party spotting the encounter before it spots them and hiding or avoiding it, or whether it is through the encounter not necessarily being hostile.

Obviously, if the party act in a belligerent or hostile manner to creatures that are far more powerful than they are, then they may well be killed. But it is unfair (and not fun for the players) to put them straight into a combat situation that they can't win just because the dice rolled a particularly hard encounter, without giving them any chance to avoid a fight by fleeing, parleying or hiding.

Table 12-10: Other Wilderness Encounters

1d12 Roll	Dragons	Flyers (Mountain)	Flyers (Desert)	Flyers (Other)	Insects
1	Chimera	Bee (Giant)	Gargoyle	Bee (Giant)	Ant (Giant)
2	Dragon (Black)	Gargoyle	Gargoyle	Cockatrice	Bee (Giant)
3	Dragon (Blue)	Griffon	Griffon	Gargoyle	Beetle (Giant Bombard)
4	Dragon (Gold)	Harpy	Harpy	Griffon	Beetle (Giant Fire)
5	Dragon (Green)	Hippogriff	Insect Swarm	Hippogriff	Beetle (Giant Tiger)
6	Dragon (Red)	Insect Swarm	Lizard (Giant Draco)	Lizard (Giant Draco)	Insect Swarm
7	Dragon (White)	Manticore	Manticore	Pegasus	Rhagodessa (Giant)
8	Dragon Queen (Any)	Pegasus	Manticore	Pixie	Robber Fly (Giant)
9	Hydra	Robber Fly (Giant)	Manticore	Robber Fly (Giant)	Scorpion (Giant)
10	Hydra	Roc (Small)	Roc (Small)	Roc (Small)	Spider (Black Widow)
11	Wyvern	Roc (Large)	Roc (Large)	Sprite	Spider (Crab Spider)
12	Wyvern	Roc (Giant)	Roc (Giant)	Stirge	Spider (Tarantella)
1d12 Roll	Swimmers (River/Lake)	Swimmers (Ocean)	Swimmers (Swamp)	Undead	Unusual
1	Crab (Giant)	Giant (Storm)	Crab (Giant)	Ghoul	Basilisk
2	Crocodile	Hydra (Sea)	Crocodile	Ghoul	Blink Dog
3	Crocodile (Large)	Hydra (Sea)	Crocodile	Ghast	Centaur
4	Fish (Giant Bass)	Hydra (Sea)	Crocodile (Large)	Mummy	Gorgon
5	Fish (Giant Sturgeon)	Merman	Crocodile (Large)	Skeleton	Medusa
6	Leech (Giant)	Snake (Sea)	Leech (Giant)	Skeleton	Mournwolf
7	Leech (Giant)	Snake (Sea)	Leech (Giant)	Spectre	Treant
8	Lizard Man	Snake (Sea)	Leech (Giant)	Wight	Werebear
9	Lizard Man	Snake (Sea)	Lizard Man	Wraith	Wereboar
10	Merman	Termite (Giant Water)	Lizard Man	Vampire	Wererat
11	Nixie	Termite (Giant Water)	Termite (Giant Water)	Zombie	Weretiger
12	Termite (Giant Water)	Termite (Giant Water)	Termite (Giant Water)	Zombie	Werewolf

Chapter 13: Settling Down

When characters have come to the attention of the rulers of their land, usually by performing the sort of deeds that only heroes can manage, they may be granted titles of nobility and land grants.

This will vary from campaign to campaign depending on the preferences of the players and the Game Master. As a rough guideline, it should happen when the party are somewhere between 9th and 15th level—although some groups or some individual players may wish their characters to continue the life of a travelling adventurer rather than taking on the responsibility of ruling.

The area of land ruled by a noble (whether a player character or otherwise) is called a *Dominion*. This applies whether or not the noble is given their title by a ruler or the noble strikes out on their own and simply claims land and assumes a title. A single dominion consists of a stronghold and all the surrounding land that is ruled from and protected by the stronghold. If a ruler had more than one stronghold (except for when one is simply a garrison) then each one and its land is considered a separate dominion.

Titles of Nobility

Although there may be local and cultural variations specific to parts of the campaign setting, this chapter assumes that the following titles of nobility are in use (in ascending order of rank).

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non-royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance.

The title "Knight" applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as "Sir (Name)" and female knights are referred to as "Dame (Name)". Male knights are addressed as "Sir" and female knights are addressed as "Ma'am".

Baron: A grant of Barony comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony.

The title "Baron (Name)" is used for male barons, and "Baroness (Name)" is used for female barons. Male barons are addressed as "Your Lordship", and female barons are addressed as "Your Ladyship".

Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler's enemy and adds it to their ruler's country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied barons to rule both their dominions.

A viscount who is granted more dominions by their ruler or who gains them by expanding into unclaimed land remains a viscount. Viscount is therefore the highest possible title for (non-royal) nobility who are yet to prove themselves as war leaders.

The title "Lord (Name)" is used for male viscounts, and "Lady (Name)" is used for female viscounts. Male viscounts are addressed as "Your Lordship" and female viscounts are addressed as "Your Ladyship".

Count: A viscount who conquers a third dominion belonging to one of their ruler's enemies and adds it to their ruler's country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. Note that the "enemy" may not necessarily be a human country—but a distinction is made between the military capture of a domain formerly ruled by an organised goblin nation, and the annexing by an adventuring party of terrain formerly populated by a few sparse orc tribes, for example. The dominions ruled by a count are collectively referred to as a county.

Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first.

The title "Count (Name) of (County)" is used for male counts, and the title "Countess (Name) of (County)" is used for female counts. Male counts are addressed as "Your Lordship" and female counts are referred to as "Your Ladyship".

Marquis: A count who continues to add dominions to their ruler's lands (either by conquest or expansion into unclaimed land) may be given the title of Marquis. Although a marquis has greater station and influence at court than a "mere" count, there is little practical difference between the two.

The title "The Marquis of (County)" is used for male marquises and the title "The Marquise of (County)" is used for female marquises. Male marquises are addressed as "Your Lordship" and female marquises are addressed as "Your Ladyship".

Duke: The highest rank of non-royal nobility is the Duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a "duchy". It is rare (but not unheard of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the necessary status), although etiquette demands that the king or queen be informed before such grants happen.

The title "The Duke of (Duchy)" is used for male dukes, and "The Duchess of (Duchy)" is used for female dukes. Both male and female dukes are addressed as "Your Grace".

Archduke: The title of Archduke is given to members of the royal family who are also dukes.

Some archdukes may by minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but others may be princes or other high ranking royals who have been granted archdukedoms for reasons of nepotism rather than ability.

While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are sidelined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal.

It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who "defects" from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars.

The title "The Duke of (Duchy)" is used for male archdukes, and "The Duchess of (Duchy)" is used for female archdukes. Both male and female archdukes are addressed as "Your Grace".

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption—such as the adoption that turns a duke into an archduke.

A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule—partly to keep them occupied and reduce internecine squabbling, and partly to "toughen them up" and get them used to responsibility.

A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality.

The title "Prince (Name) is used for male princes, and "Princess (Name)" is used for female princes. Both male and female princes are addressed as "Your Highness".

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion amongst nobility.

Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife.

The title "Crown Prince (Name) is used for male princes, and "Crown Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the country in question) only princes of one sex will be eligible to be crown princes. Both male and female crown princes are addressed as "Your Royal Highness".

Imperial Prince: An imperial prince is a prince who is the heir to an empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion amongst nobility.

Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die.

The title "Imperial Prince (Name) is used for male princes, and "Imperial Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the empire in question) only princes of one sex will be eligible to be imperial princes. Both male and female imperial princes are addressed as "Your Imperial Highness".

King: A king is the ruler of an entire country. The title is passed down in an hereditary manner, and therefore the only way to become a king (if one is not already heir to a throne) is to declare yourself the king of an area and get away with it by having enough military and political support.

In some countries, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession for the country in question.

In theory, a king has absolute power over their country. In practise, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles.

The title "King (Name)" is used for male kings, and the tile "Queen (Name)" is used for female kings. Both male and female kings are addressed as "Your Majesty".

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries; but rather than simply expand to cover the whole area, the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire, and the king of the country that is doing the taking over becomes the emperor of the entire empire.

The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did.

The kings of the client countries mostly run their states as before, although they may have policies dictated by the emperor—particularly foreign policies, and they may have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have (especially if it brings peace between previously antagonistic countries that have now become client states), or it may be seen as an oppressive force that the client countries would overthrow if they could.

In many cases, client countries lose control of their armies and find them replaced by a single "Imperial Army" which is paid by—and loyal to—the empire.

Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating; although the disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up.

The title "Emperor (Name)" is used for male emperors, and "Empress (Name)" is used for female emperors. Both male and female emperors are addressed as "Your Imperial Majesty".

Rogue States

Of course, it is entirely possible for player character (or non-player character) to ignore this whole hierarchy and simply claim some area of wilderness and proclaim themselves the ruler of it using whatever title they feel like. Depending on the location they choose and the title they adopt, this may be met with anything from indifference to derision to downright hostility by other local rulers.

While it may be attractive to not have a ruler to pay salt tax to, the independent dominion runs the constant risk of invasion—not only by monsters (since it has no allies to back it up) but also by neighbouring countries who may wish to add the land to their own.

While some lucky independents—usually those in the most isolated areas away from other states—are able to grow from a single stronghold to a whole country, the vast majority soon become part of a neighbouring country; either by being taken over militarily or by the political expedient of the independent ruler accepting a title of nobility from the royalty of a nearby country and swearing allegiance to that country in order to avoid a war they cannot win.

And, of course, some simply disappear; struck by plague or famine or worse.

However, claiming wilderness and declaring oneself to be an independent ruler is always an option for a particularly desperate or adventurous character who wishes to own a dominion without having to impress someone else enough to grant them one.

Building a Stronghold

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative centre for the dominion, but also a secure place to store the dominion's wealth and to retreat to in times of war.

The area of land covered by a dominion is measured in *Fiefs*. A single fief is an area of about 12 miles radius. If using hex maps, this translates to a single 24-mile hex that contains the stronghold, or a cluster of nine 8-mile hexes.

Usually, a dominion will consist of a single fief, with the stronghold roughly in the centre so that no point is too far away for easy access.

A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that village trying to seek refuge in the stronghold limits the maximum size of the dominion to no larger than this.

If someone wishes to clear out more land and enlarge their dominion beyond this size then they must build another stronghold to protect the newly cleared land—and this then becomes the centre of a second dominion.

Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties.

Once the area is clear, the stronghold itself can be designed and built. The building costs (in both money and time) for the different components of a stronghold are listed in *Chapter 8: Equipping For Adventure*.

Table 13-1: Dominion Fief Classification

Terrain Type	Within 144 miles of a city	More than 144 miles from a city but within 72 miles of a Civilised fief	Not near a city or Civilised fief
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilised	Borderlands	Wilderness
Desert	Borderlands****	Wilderness	Wilderness
Forest**	Civilised	Borderlands	Wilderness
Grasslands*	Civilised	Borderlands	Wilderness
Hills*	Civilised	Borderlands	Wilderness
Jungle**	Borderlands	Wilderness	Wilderness
Mountains***	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilised	Civilised	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilised	Borderlands	Wilderness

*Fiefs of this type can become Settled if populated by anyone
**Fiefs of this type can become Settled if populated by elves
***Fiefs of this type can become Settled if populated by dwarves
****Fiefs containing oases are considered to be Civilised*

Terrain & Resources

In order to determine the resources available to a dominion, the terrain of each fief must be determined.

If you are using 24-mile hexes, this is straightforward, as a single map hex will equal a single fief. If you are using 8-mile hexes or maps without hexes then you will have to classify each fief according to its predominant terrain type.

Each fief is classified as either *Civilised*, *Borderlands* or *Wilderness*, according to *table 13-1*, depending on the terrain type of the fief and how close it is to a major city or to other civilised fiefs. Note that the other civilised fiefs don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes).

This civilisation level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support. See table 13-2 for details.

Settled Terrain

Any *Clear*, *Forest*, *Grasslands*, *Hills* or *Woods* fief that is has over 1,000 families living in it is considered to be of terrain type *Settled* rather than its basic terrain type.

Mountains fiefs with over 1,000 families become *Settled* only if populated by dwarves, and *Forest* and *Jungle* fiefs with over 1,000 families become *Settled* only if populated by elves.

This has two effects. Firstly, settled terrain uses different columns on wilderness encounter tables than other terrain types (see *Chapter 12: Into the Wilderness* for details about wilderness encounters). Secondly, the change to settled terrain may change the civilisation level of the fief, with a corresponding increase in the maximum number of families that the fief can contain.

The change in civilisation level of the fief may have a knock-on effect on other nearby fiefs, since they may now be within 72 miles (three 24-mile hexes or nine 8-mile hexes) of a civilised fief.

Example: One of Lady Gretchen's dominions consists of a castle and its fief. The entire area is Mountains, and is well away from other civilised lands. When the castle is first built, the fief is therefore at the Wilderness level of civilisation.

After a few years, the population of her fief grows to 1,033 families. Because Lady Gretchen's people are primarily dwarves, that fief is now considered to be Settled rather than Mountains, and therefore becomes Borderlands and can support a higher population.

Another of Lady Gretchen's dominions is in the hills closer to the rest of the kingdom. It is also not within 144 miles of a city or within 72 miles of a Civilised fief, but two of the fiefs adjacent to it are within 72 miles of a Civilised fief.

Those two fiefs (which belong to allied barons) are therefore considered to be Borderland Hills and Lady Gretchen's fief is considered to be Wilderness Hills.

After a few years, one of the adjacent Borderlands fiefs reaches 1,014 families. It is now considered to be Settled terrain rather than Hills. This changes the civilisation level of the fief to Civilised.

This change in civilisation level means that Lady Gretchen's fief is now within 72 miles of a Civilised fief, and its civilisation level is now upgraded from Wilderness to Borderlands accordingly.

Any fief that loses enough population that it no longer has 1,000 families also loses its *Settled* type, and reverts back to its normal terrain type. Again, this may have a knock-on effect on other fiefs; which may no longer be within 72 miles of a *Civilised* fief, and therefore may drop in civilisation level themselves.

Should this cause the maximum population of a fief to drop below its current population, the population of that fief will reduce by 20% per month until it is no longer unsupportable.

Material Resources

Each fief of the dominion will produce between one and four resources that must be exploited to generate income for the dominion, determined by rolling a d10 and consulting the following list:

1 = 1 resource
2-7 = 2 resources
8-9 = 3 resources
10 = 4 resources

Although the actual resources available can be very varied, for game purposes they are simply split into three categories: Animal, Vegetable and Mineral.

For each resource found, roll 1d10 to see which type it is:

1-3 = Animal
4-8 = Vegetable
9-10 = Mineral

Table 13-2: Civilisation Levels

Level	Settling Families	Max Families
Wilderness	1d10x10	1,500
Borderlands	2d6x100	3,000
Civilised	1d10x500	6,000

The Game Master or players may wish to go into further detail about exactly what types of resources these are; for example a mineral resource could be a gold seam or a source of strong stone for building or a source of fine clay or any one of dozens of other types of mineral. This detail may enhance role playing, particularly if the players like doing trade negotiations, but it does not affect the dominion rules. In the example above, although gold is far more expensive than building stone, there will also be far less of it and the relative income for a gold mine or a quarry in a fief will be similar.

Example: When Lady Gretchen was granted her land and built her castle, the Game Master rolled for resources for the fief. He rolled that the fief had three resources: two mineral and a vegetable. Jim discussed what those three resources could be with the Game Master, and between them they decided that there was a silver seam that could be mined, a source of granite that could be quarried, and—because the mountain fief is in a warm region and on the edge of the mountain range—olive groves in the valleys and foothills.

Ruling a Dominion

In Dark Dungeons, ruling of a dominion takes place in the timescale of months and years, dropping down to a day-to-day basis only during unusual situations.

To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a monthly basis, and the level of satisfaction—or unrest—of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Population Change

Each month, the number of families in each fief of the dominion will change due to a variety of factors. Rather than try to account for each individual factor, Dark Dungeons abstracts the whole population change for the month into a single check.

For each fief, the basic population change is based on the existing population of the fief:

1-100 families = +25%
101-200 families = +20%
201-300 families = +15%
301-400 families = +10%
401-500 families = +5%
501-750 families = +3%
750-1,000 families = +2%
1,001+ families = +1%

In addition to this percentage increase, each fief with fewer than 250 families must roll 1d6 and consult the following:

1-3 = Lose 1d10 families
4-6 = Gain 1d10 families

In the case of more populous fiefs, these small changes are simply assumed to be irrelevant compared to the normal population growth.

Example: When Lady Gretchen builds her castle, the fief is wilderness. Therefore it attracts 1d10x10 families as settlers. Jim rolls a 7, so 70 families settle the fief.

After a month, Jim checks the fief for population growth. There are less than 100 families, so there is a 25% increase, making 94 families. Additionally, because there are less than 250 families in the fief, Jim rolls a d6 to see what the random fluctuation is. He rolls a 6, which is good news because it means that there is a further increase in population of 1d10 families, but is disappointed when he then only rolls a 2 on the 1d10. Two extra families arrive, making a total of 96 families at the start of month two.

Monthly Economy Check

Each game month, the ruler of the dominion, along with the Game Master, needs to check the economy and tally up the income and expenditure for the month.

Income

Monthly income comes from four sources:

Resources: Each fief of the dominion will have between 1 and 4 types of resource in it. These resources provide income for the dominion ruler based on their resource type:

Animal = 2gp/family
Vegetable = 1gp/family
Mineral = 3gp/family

Each family within the fief may work on a single resource within the fief.

The ruler of the dominion may simply let the populace split themselves evenly between the available resources, or may direct the populace to concentrate on exploiting a particular resource.

However, doing so is subject to a few limitations.

Firstly, given the infrastructure needed to exploit a particular resource (animals need breeding, crops need sowing, mines need digging), the ruler of a dominion can only change the emphasis once per year. The ruler must decide what their priorities will be at the beginning of each year, and the actual change to those new priorities will happen at the beginning of the *following* year. When doing so, it is convenient to assign priorities in terms of percentages of families rather than in absolute numbers of families, since the total number of families in the fief will change from month to month.

Secondly, the populace must work all the resources in the fief for the local economy to thrive and for the populace to be content. In particular, forcing too much of the population to work in dangerous and unhealthy mines makes the ruler very unpopular.

In game terms, each resource must be worked by at least 20% of the families in the fief. For each 1% below that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating. Similarly, no more than 50% of the families in the fief should be made to exploit mineral wealth. For each 1% above that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating.

Thirdly, any fief that brings in a monthly revenue of 15,000gp or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service: Each family in the dominion brings in the equivalent of income worth 10gp per month in service, such as building works, growing food, tending animals, and so forth.

Unlike other sources of income, this is not actually received by the ruler of the dominion as money. However, it can be used to offset expenses such as holidays, tithes, salt tax, and the paying of armies (mercenary or otherwise). Any service income that is not used is wasted and cannot be stored.

Poll Tax: Each family in the dominion normally pays 1gp per month in poll tax. This is actual money-in-the-coffers tax paid in coinage.

The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 5sp that is paid per family, there is a –10 penalty to the dominion's Confidence Rating per year. For each 5sp less that is paid per family, there is a +5 bonus to the dominion's Confidence Rating per year.

Additionally, when the ruler increases the tax rate, this gives an instant –25 penalty to the dominion's Confidence Rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's Confidence Rating.

Salt Tax: If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion. This income is normally paid in the form of services, and therefore doesn't actually arrive as coinage. However, like other service income it can be used to offset expenditure. Like service income, this income cannot be stored, and must be used or wasted.

Example: In the fief containing her castle, Lady Gretchen has assigned 25% of the families to work in the silver mine, 25% of the families to work in the granite quarry, and 50% of the families to work in the olive groves. Since she has at least 20% of the population working on each resource and she does not have more than 50% of the population working on mineral resources there is no effect on her dominion's confidence level.

After a few years of growth, there are 447 families living in the fief. Splitting these families into the different resources (with some rounding) gives:

447x25% = 112 families mining silver
447x25% = 112 families quarrying granite
447x50% = 223 families farming olives

Therefore the resource income for the fief in the first month of that year is:

(112x3)+(112x3)+(223x1) = 895gp

The service income of the fief is simply ten times the population, which is:

(10x447) = 4,470gp

Lady Gretchen has not set taxes higher or lower than the 1gp/family, so in poll tax she receives:

(1x447) = 447gp

Therefore, for this fief, Lady Gretchen receives a total of 1,342gp in cash and 4,470gp in services that can offset expenditure.

The Game Master then instructs Jim to add 920gp of extra service income for the salt tax paid to Lady Gretchen by the baron who looks after her second dominion.

Expenditure

Castle Staff and Maintenance: With the exception of armies, which must be accounted for, the cost of castle staff and routine maintenance is assumed to already be covered by the service income of the dominion.

Table 13-3: Confidence Levels

Confidence Rating	Confidence Level
49 or less	Turbulent
50 to 99	Belligerent
100 to 149	Rebellious
150 to 199	Defiant
200 to 229	Unsteady
230 to 269	Average
270 to 299	Steady
300 to 349	Healthy
350 to 399	Prosperous
400 to 449	Thriving
450 or higher	Ideal

However, extraordinary expenses such as rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket. Service income may be used to pay for these expenses.

Troops: Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for.

Armies and mercenaries can be paid for with service income, based on their costs in *Chapter 8: Equipping for Adventure*, but adventurers usually only work for cold hard cash.

In times of dire need, a peasant militia can be formed from the local populace.

Up to 10% of the families in an area can provide "poor" quality peasant militia (providing an average of 2.5 troops per family). A further 10% of the families in an area can provide "untrained" quality peasant militia (providing an average of 2.5 troops per family).

If either are called up, the families providing militia will not produce income of any type during the months in which the militia is active.

Tithes: One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are worshipped throughout the dominion.

Tithes may be paid with either service income or money, or a combination of the two.

Failure to provide the full amount of tithes results in the churches (and possibly Immortals associated with them) being angered, and they make their anger known to the populace.

The net result of this is that any year in which tithes are not paid in full gives a –50 penalty to the dominion's Confidence Rating.

If tithes are short-changed for more than one year in a row, there is a 25% chance each year that an extra "Disaster" event will happen that year as the Immortals show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

Salt Tax: In just the same way that the dominion may receive salt tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to.

Salt tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays: Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own.

The overall cost of a holiday is 5gp per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two.

If the holiday was one declared by the churches, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was one declared by the ruler of the country, its cost can be recouped from the salt tax paid to that ruler.

However, if the cost of the holiday is too great to be covered by the tithes or salt tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves.

Each time a regular holiday or festival that the populace are expecting is cancelled, a –5 penalty is applied to the dominion's Confidence Rating, and an immediate confidence check must be made.

Each time an extraordinary holiday or festival day is announced, a +2 bonus is applied to the dominion's Confidence Rating.

Entertaining Visitors: Etiquette demands that visiting nobles and royalty are entertained according to their station.

The following costs apply whenever a noble (and their retinue) are visiting:

Knight = No extra cost
Baron = 100gp/day
Viscount = 150gp/day
Count = 300gp/day
Marquis = 400gp/day
Duke = 600gp/day
Archduke = 700gp/day
Prince = As nobility + 100gp/day
King = 1,000gp/day
Emperor = 1,500gp/day

Example: Lady Gretchen has a total income from her dominion for the month (including salt tax from her second dominion) of 1,342gp in cash, and 5,390gp worth of services.

Firstly, she takes 30% of that out (20% in salt tax to the queen and 10% in tithes to the church). She ends up paying 1,346gp to the queen and 673gp to the church for a total of 2,018gp.

The 2,018gp is all paid out of service income, leaving her with:

5,390-2,018 = 3,372gp left.

There was a religious festival for one day during the month. Since the population of her dominion is 447 families, this costs her:

447x5 = 2,235gp

Since this was a religious festival, she can use tithes to help fund it. She should be paying 673gp in tithes, so that leaves:

2,235-673 = 1,562gp to pay.

She pays the 1,562gp out of her remaining service income, leaving her with:

3,372-1,562 = 1,810gp left

Out of this 1,810gp, she pays for her standing army consisting of 300 heavy dwarven infantry (costing 5gp each per month) and 100 dwarven crossbowmen (costing 6gp each per month).

These troops cost her:

(300x5)+(100x6) = 2,100gp

She can pay 1,810gp of this wage bill using services, leaving her:

2,100-1,810 = 290gp to pay

She pays the 290gp out of her 1,342gp cash income, leaving her:

1,342-290 = 1,052gp

Having balanced her finances for the month, Lady Gretchen discovers that she has managed to pay most of her expenses out of service income, but she considers cutting back on troop numbers, since she's having to dip into real cash in order to pay them.

She keeps the 1,052gp of cash and puts it in her coffers.

Experience for Income

When calculating the amount of experience the ruler of a dominion gets from their monthly income, there are two rules that must be applied.

Firstly, only cash income (i.e. Resources and Poll Tax) provide experience points. Service income and income from Salt Tax of lesser nobles does not provide experience points.

Secondly, experience points are derived from the gross income of cash (income before any expenditure has been taken out). Even if all the income is spent due to heavy expenditure and the ruler ends up making a net loss, they will still receive full experience.

Example: Lady Gretchen received 1,342gp of cash and 5,390gp of services this month. She gets experience for all of the cash even though she had to spend some of it, but does not get money for the services. Lady Gretchen therefore gains 1,342xp this month.

Confidence Level

Each dominion has a *Confidence Rating*. This is a number that represents the general state of content (or discontent!) of the populace.

There is a single confidence rating for the whole dominion—different fiefs do not have separate ratings.

When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll.

In addition to the confidence rating, a dominion also has a *Confidence Level*. The confidence level is based on the rating, and periodically a "confidence check" is made. Whenever a confidence check needs to be made, look up the current confidence rating on *table 13-3* and this will indicate the new confidence level.

It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made—even if the rating moves into a different range between checks.

Yearly Confidence Check

At the beginning of each year, the Game Master checks the current confidence rating on *table 13-3* in order to determine the confidence level of the dominion.

This confidence check may also be required as a result of certain actions by the dominion ruler (e.g. when an expected holiday is cancelled) or as a result of a disaster striking the dominion.

Descriptions of the various confidence levels and their effects on the dominion are given below:

Average: The dominion is running smoothly. There are no special conditions or effects.

Table 13-4: Dominion Events

D100 roll	Event Type
01-05	Major Positive Event
06-20	Minor Positive Event
25-40	Neutral Event
41-75	Minor Negative Event
76-95	Major Negative Event
96-00	Disaster

Belligerent: In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family).

No poll tax can be collected.

A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

There is a 50% chance that an enemy state will provide the peasant militia with military support.

Defiant: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Healthy: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Ideal: All income is 10% greater than normal.

There is a 75% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

A +25 bonus is applied to the confidence rating.

The confidence rating cannot drop below 400 before the next confidence check.

Prosperous: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Rebellious: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

Steady: There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Thriving: All income is 10% greater than normal.

There is a 50% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Turbulent: 95% of families will form a peasant militia (providing an average of 2.5 troops per family).

No income of any kind may be collected, except by force.

A –10 penalty is applied to the confidence rating.

The confidence rating cannot rise above 100 until the ruler of the dominion is removed.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

One or more enemy states will provide the peasant militia with military support.

Unsteady: There is a 20% chance that a –10 penalty will apply to the confidence rating.

Events

Each year, 1d4 random events will happen in the dominion.

Due to the huge variety of events that can occur, it is not possible to list them here. However, they can be roughly classified into types of event.

For each event that occurs, roll on *table 13-4* to determine the type of event.

Although this table is random, the Game Master should be fair to the players and should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. If the dice seem to be against the players, then the Game Master should introduce plot elements or potential adventures into the game that can mitigate the worst situations. Similarly, if the dice are favouring the players and they are getting bored just raking in the money every month without challenge, the Game Master should introduce plot elements or adventures that can cause additional problems.

However, in either case the Game Master should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The Game Master should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the confidence rating of up to +25, up to a doubling of income for a month, a population increase of up to +25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results—but there should be some positive results even if the ruler does nothing.

Examples: New resource type found, ancient treasure found, An Immortal decides to become the patron of the dominion, A clan of demi-human refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the confidence rating of up to +15, up to 50% extra income for a month, a population increase of up to +15%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits—but there should be no negative results even if the ruler does nothing.

Examples: A new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, Passing adventurers clear out local bandits without needing to be hired to do so, A druid moves into the area.

Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the confidence rating of up to +/-10, up to 25% extra or less income for a month, a population change of up to +/-10%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples: A VIP visitor arrives unexpectedly, Comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe.

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the confidence rating of up to +15, up to 50% less income for a month, a population decrease of up to -15%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm—but there should be no significant positive results no matter how well the ruler handles the situation.

Examples: Bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be some negative results no matter how well the ruler handles the situation.

Examples: One of the fief's resources runs out, an epidemic strikes, a high level wandering monster enters the dominion, agitants foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. It will also result in an immediate confidence check. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be seriously negative results no matter how well the ruler handles the situation.

Examples: An extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an Immortal smites the dominion.

Chapter 14: War!

There are times when relations between two factions have broken down to the point where war is the only answer. Such a war could be between the armies of rival dominions, or between the collected armies of rival countries. It could even be between two other humanoid races. Whoever the sides are, the result is one or more battles between armies.

The combat system described in *Chapter 10: Combat* is designed for small numbers of combatants. For large battles with hundreds or even thousands of combatants on either side, the system would be completely unworkable due to the amount of time and bookkeeping involved.

Therefore this chapter presents rules for battles between armies. The battle system in this chapter is *not* designed for detailed simulation of a battle with the complexity of a war game, and lots of cardboard chits or counters (representing squads or units) being moved around the battlefield. Such simulations are slow and rely on the tactical skill of the players.

Instead, each clash between two armies is resolved in a single roll.

Basics

Each army has three scores associated with it. It has a *Troop Rating*, which measures the experience and/or innate toughness of the troops, and which varies only when the troops gain in experience; a *Quality*, which is based on the *Troop Rating* but includes modifiers for mounts and special or magical abilities which may change between battles; and a *Size*, which is simply the number of troops in the army.

When two armies enter battle with each other, the controller of each army decides on a tactic for the army to use in this battle, and then a *Battle Score* is calculated for each one. This score is based on the *Quality* of the army, modified by factors unique to the battle, such as the effectiveness of the tactics by each side against each other, the terrain and location in which the battle is fought, and how much one side outnumbers the other.

The results of the battle are found by adding 1d100 to each *Battle Score*, and seeing which side gets the higher total. The amount by which one side or the other wins determines how many casualties each side takes and whether or not the losing army must retreat or even be routed.

Multiple Armies

If the two sides in a fight have multiple armies that take the field, the armies pair off and battle each other in pairs, with army with the highest *Quality* score selecting an opposing army to engage, then the unengaged army with the next highest *Quality* score, and so on until all armies are engaged.

Should one side have more armies than the other (which doesn't necessarily mean they have more troops), the side with the fewest armies must split one or more of their armies until each side has the same number. Splitting an army in this way does not affect the *Quality* of the army, only the *Size*.

Then the armies on both sides pair off as normal.

After each pair of armies has fought, one army from each pair will have been forced to leave the field of battle. If the armies remaining on the field are all on the same side, then the battle ends. Otherwise, the remaining armies remanoeuvre and pair up again—again this may involve one or more armies splitting up so there are equal numbers of armies on each side.

Example: Baroness Black's dominion is under attack from a goblin horde. The goblin horde consists of two armies: a group of 500 skirmishers, and a group of 150 wolf riders. Baroness Black's dominion is protected by a single army of 600 foot soldiers. Deciding that the wolf riders are a bigger threat, Baroness Black splits her army into a 250 strong force and a 350 strong force.

The army with the highest Quality score is the wolf riders, and they attack the 250 troops. Baroness Black's armies share the next highest Quality score (they both have the Quality of her original army, just smaller Sizes), so in theory her 350 troop army chooses next.

Table 14-2: Army Quality

Troop Rating	Base Quality	Bonus
Untrained	10	1
Poor	28	3
Below Average	45	5
Fair	63	7
Average	75	8
Good	90	9
Excellent	112	12
Elite	140	14

There is only one other unengaged army to choose, so the 350 troops face off against the 500 goblin skirmishers.

After the Battle Scores are added up for each battle, it turns out that the 250 troops force the 150 wolf riders to retreat, and only take 10% casualties while doing so. There are now 225 of them left.

The 500 goblin skirmishers force the 350 troop army to retreat, but take 40% casualties while doing so. There are now only 300 skirmishers left.

Since there are still armies belonging to both sides of the conflict on the field, the battle continues; with the 225 humans fighting against the 300 goblin skirmishers.

The goblin leader, not fancying these odds much, raises a flag of truce in order to try to negotiate.

Troop Rating

The *Troop Rating* of an army is based on the amount of training, experience, and general toughness that an army has. The *Troop Rating* of an army may range from "Untrained" to "Elite". See *Table 14-1: Army Quality* for the list of possible *Troop Ratings*.

Humans and Demi-Humans

For human and demi-human troops, the initial *Troop Rating* of a force gathered from peasant militia will be either "Poor" if comprised of 10% of the peasants in an area or "Untrained" if comprised of 20% of the peasants.

If mercenaries or other professional soldiers are hired, the initial *Troop Rating* will be "Below Average".

For each year that the army spends active without disbanding, it gains a level of *Troop Rating*, to a maximum rating of "Average", which is the highest rating available to troops that have not seen combat experience.

After the army has *won* (not merely fought) its first battle, the *Troop Rating* immediately increases by one level, and can now (by further years of training) reach "Elite".

Any time an army is routed as the result of a battle, its *Troop Rating* immediately drops by one level.

Humanoids and Other Monsters

Because humanoids and other monsters do not normally gain in experience and levels, their *Troop Rating* is simply based on their hit dice according to the following:

Less than 1 HD = Untrained
1 HD = Poor
1+ to 2 HD = Below Average
2+ to 3 HD = Fair
3+ to 5 HD = Average
5+ to 7 HD = Good
7+ to 9 HD = Excellent
9+ HD or more = Elite

Mixing Troops

There are three cases when troops of two different *Troop Ratings* will be combined to form a single army. Firstly, two smaller armies may be being combined into a single army. Secondly, new recruits may be joining an experienced army to replace combat losses. Thirdly, new recruits may be joining an experience army to simply increase its *Size*. Note that in this latter case, it may or may not be strategically better to keep the recruits separate and maintain two smaller armies with differing ratings than to maintain a single larger army.

In each of these cases, the combined army starts at the *Troop Rating* of its best troops, and loses one rating per 20% of the combined army that has come from the less good troops. This reduction cannot reduce the army to a lower *Troop Rating* than the less good troops were before the merge.

Additionally, if the troops are human or demi-human and 50% or more of the combined army has not yet won a battle, then the whole army is considered to no longer have combat experience and cannot rise above "Average" until it wins a battle.

Example: Baroness Black has an army of 400 mercenaries that have defended her dominion for the past four years, although they have not seen a battle in that time. They were "Below Average" when she hired them, so after four years together they should have become "Excellent". However, their lack of actual battle experience limits them to "Average".

When she received news that there was a goblin horde on its way to attack her dominion, she decided to bolster her army by recruiting another 100 mercenaries. As with her initial army, these new recruits start with a Troop Rating of "Below Average".

Her combined army now consists of 500 troops, 80% of which were "Average" and 20% of which were "Below Average".

Since 20% of her combined army is from the troops of lesser quality, her army is now considered to be one level less than the quality of her best troops—i.e. "Fair".

As more than 50% of her combined army has not yet won a battle (actually, none of her army has), the entire army is considered to be lacking in real combat experience and is limited to a maximum rating of "Average".

Quality

To determine the *Quality* of such an army, consult *Table 14-1: Army Quality*.

Each troop rating has a base quality and a bonus. To determine the *Quality* of the army, start with the base quality, and for each of the following statements that is true, add the bonus:

- ►At least 20% of the army is mounted.
- ►At least 50% of the army is mounted.
- ►At least 1% of the army can fly.
- ►At least 20% of the army can fly.

- The average movement rate of the army is at least 35’ per round.
- At least 20% of the army can have missile weapons.
- At least 20% of the army have missile weapons with a range of at least 100’.
- At least 1% of the army have magical abilities (breath weapons, poison, regeneration, energy drain, etc.)
- At least 20% of the army have magical abilities (breath weapons, poison, regeneration, energy drain, etc.)
- 100% of the army have magical abilities (breath weapons, poison, regeneration, energy drain, etc.)
- At least 5% of the army are spell casters.
- At least 30% of the army are spell casters.

Example: Lucy the Game Master is making notes for the following evening’s game. She knows that the goblin tribes that Baroness Black has been encouraging adventurers to raid are forming a horde to come and attack her.

The horde will consist of two armies; an army of 500 skirmishers and an army of 150 wolf riders.

Looking at the wolf riders, Lucy sees that the army will actually be a combination of 70 wolves and 70 goblins. The goblins are less than 1 hit die each, so rank as “Untrained” troops. The wolves are 2+ hit dice each so rank as “Fair”. Therefore the army as a whole will be two ranks below “Fair”, i.e. “Poor”. Lucy combines the troop types like this because the wolves are combatant in their own right.

Table 14-2: Tactics

Tactic Chosen	Enemy Tactic					
	Attack	Envelop	Hold	Overrun	Trap	Withdraw
Attack	+10% Cas	+10% Cas	-	-20 BS	+10% Cas	+10 BS
Envelop	-10 BS	-	+20 BS	+10% Cas	-10% Cas	+10 BS
Hold	-10% Cas	+20% Cas	No Combat	-25 BS	-10% Cas	No Combat
Overrun	+20% Cas	+10 BS	+20% Cas	+20% Cas	+20% Cas	+20 BS
Trap	+10 BS	-20 BS	-20 BS	+20 BS	-	-10% Cas
Withdraw	+20% Cas	-10% Cas	No Combat	+30% Cas	-10% Cas	No Combat

Had the goblins been riding ponies or horses, then they would simply have counted as 150 “Untrained” goblins.

This gives the army a basic quality of 28, with a +3 bonus for each statement from the list is true.

They are all mounted, so they get two +3 adds for that. Their movement rate is at least 35’ per round, so they get another +3 add. They are the only adds that apply, so the total Quality of the wolf rider army is:

28 + (3 x 3) = 37

Resolving a Battle

Once both sides of the battle have ensured that they each have the same number of armies and have sorted out which armies will be engaging one another, the battles between individual armies can commence.

Firstly, determine if either side is *In Defence*. A side is considered to be *In Defence* if it occupies the battlefield before the other army arrives and waits for the other army to come to it. If both armies meet each other together, then neither is considered to be *In Defence*.

Resolving each battle has three steps: Deciding on tactics, Calculating *Battle Score*, and then rolling for the battle itself.

Tactics

The commander of each side must decide on the tactic that their armies will use in the day’s battles. Note that this is a single decision made for all the armies together, not a decision made on an army by army basis. All armies on one side work together to achieve the goals of the tactic decided by the commander.

Table 14-3: Battle Results

Difference in Battle Scores	Winner			Loser		
	Casualties	Location	Fatigue	Casualties	Location	Fatigue
1-8	0%	Hold	None	10%	Retreat 1	None
9-15	0%	Hold	None	20%	Retreat 1	None
16-24	10%	Hold	None	20%	Retreat 1	Medium
25-30	10%	Hold	None	30%	Retreat 2	Medium
31-38	20%	Retreat 1	Medium	40%	Retreat 1	Severe
39-50*	0%	Hold	None	30%	Retreat 3	Severe
51-63	20%	Advance 1	Medium	50%	Retreat 4	Severe
64-80	30%	Advance 1	Medium	60%	Retreat 5	Severe
81-90	10%	Advance 3	None	50%	Retreat 4	Severe
91-100	0%	Advance 3	None	30%	Rout	Rout
101-120	10%	Advance 3	None	70%	Rout	Rout
121-150	10%	Advance 5	None	70%	Rout	Rout
151+	10%	Advance 5	None	100%	Rout	Rout

* Maximum possible result if the winner was using the "Hold" tactic.

The six tactics are:

Attack: This is the most basic tactic. The armies simply move forward and engage the enemy. Although effective against withdrawing or holding armies, armies using this tactic can find themselves suffering if the enemy tries to envelop them or lure them into a trap. However, overall it is still one of the less risky tactics.

Envelop: The armies try to surround the enemy and attack from all sides. It is particularly effective against enemies who are holding position, but leaves the armies vulnerable to direct attacks and attempts to overrun.

Hold: The armies try to hold position, letting the enemy come to them and engaging them when they do. This tactic is a good defence against a normal attack or an attempt to lure the armies into a trap, but it is easily enveloped and can be counterproductive when the enemy tries to overrun the holding armies.

Overrun: This is an all out attack, charging the enemies and attempting to punch through the front ranks to attack the more vulnerable troops. It is great for punching a hole through troops that are trying to envelop you or for running down troops that are trying to withdraw, but it can be a costly tactic in terms of casualties.

Trap: The armies try to lure the enemy into making costly lunges and flanking manoeuvres, before attacking those troops committed to such manoeuvres. This tactic is effective against attacking troops and can be devastating against troops that are trying to overrun you; but is very weak against armies that are reluctant to engage directly, such as those trying to hold position or withdraw from combat completely.

Withdraw: This is simply an attempt to leave the battlefield with as little fighting as possible. It is a risky manoeuvre against enemies which are attacking directly or trying to overrun you, but can often avoid a fight completely if the enemy is holding position.

The player and Game Master (or the two players) should each write down the tactic that their armies are using, before revealing them simultaneously.

Table 14-2: Tactics shows the effect that each tactic has on the battle, based on the tactic that it is facing. Each side should consult this table separately. The effect will either be a modification in the number of casualties taken, a modification to the army's *Battle Score*, no combat taking place, or no effect.

Example: Baroness Black thinks that goblins are likely to attack directly, so decides that the best tactic is to try to lead them into traps and ambushes. Sure enough, the Game Master decides that the goblins are going to throw subtlety to the wind and try to overrun Baroness Black's troops.

Marcie checks table 14-2, and sees that using the trap tactic against an overrun will give each of Baroness Black's armies a +20 to their Battle Score.

The Game Master also checks table 14-2, and sees that using the overrun tactic into a trap will give each of the goblin armies +20% casualties.

Battle Score

The basic *Battle Score* of an army is equal to its *Quality*. This basic score is increased by a fixed amount for each of the following statements that is true:

- +15 if the army outnumbers its opponent by at least 1.5 to 1 but less than 2 to 1.
- +30 if the army outnumbers its opponent by at least 2 to 1 but less than 3 to 1.
- +45 if the army outnumbers its opponent by at least 3 to 1 but less than 4 to 1.
- +60 if the army outnumbers its opponent by at least 4 to 1 but less than 5 to 1.
- +70 if the army outnumbers its opponent by at least 5 to 1 but less than 6 to 1.
- +80 if the army outnumbers its opponent by at least 6 to 1 but less than 7 to 1.
- +90 if the army outnumbers its opponent by at least 7 to 1 but less than 8 to 1.
- +100 if the army outnumbers its opponent by at least 8 to 1 but less than 11 to 1.
- +110 if the army outnumbers its opponent by at least 11 to 1 but less than 16 to 1.
- +120 if the army outnumbers its opponent by at least 16 to 1 but less than 21 to 1.
- +130 if the army outnumbers its opponent by at least 21 to 1 but less than 31 to 1.
- +140 if the army outnumbers its opponent by at least 31 to 1 but less than 41 to 1.
- +150 if the army outnumbers its opponent by at least 41 to 1 but less than 51 to 1.
- +160 if the army outnumbers its opponent by at least 51 to 1.
- +10 if the army is in the dominion of their liege.
- +10 if the army have beaten this enemy before.

- ►+10 if the troop class of the army is at least two levels higher than that of their enemy.
- ►+30 if ambushing an enemy while the enemy is marching.
- ►-10 if any allied force has routed.
- ►+20 if the battle is at night and the entire army has *Heatvision*.
- ►+20 if attacking from higher ground.
- ►+20 for a Halfling army in fields or woods.
- ►+10 for an Elf army in woods or forest.
- ►+10 for a Dwarf army in hills or mountains.
- ►-20 for mounted troops in mountains, woods, or at a stronghold.
- ►-20 for combat in swamp unless at least half the army can fly.
- ►-10 for combat in snow or sand unless at least half the army can fly.
- ►+10 if the army is *In Defence*.
- ►+50 if *In Defence* of a bridge, narrow pass, or gorge.
- ►+40 if *In Defence* and the attacker must cross deep water.
- ►+20 if *In Defence* of mountains, hills, or a town.
- ►+50 if *In Defence* of a stronghold.
- ►+30 if the army has more (by value) siege weaponry than its enemy does.
- ►+50 if at least 1% of the army is immune to the enemy's attacks.
- ►+50 if the whole army is immune to at least 80% of the enemy's attacks.
- ►+50 if the whole army is immune to all of the enemy's attacks.
- ►-10 if the army has medium fatigue.
- ►-30 if the army has severe fatigue.

Rolling For The Battle

Once both armies who are engaging each other have had their final *Battle Scores* calculated, the controller of each one rolls 1d100 and adds it to their army's *Battle Score*. Whichever side gets the highest total wins the battle, and the other side loses the battle.

The Game Master subtracts the total of the loser from the total of the winner, and checks on *Table 14-3: Battle Results* to see what the effect is on each army.

Table 14-3 has three columns for each army, detailing casualties, location and fatigue. The results for each army work in the same manner.

Casualties: The size of the army is reduced by the given percentage. Remember that this percentage may be modified up or down by the tactics that the army used.

It is not possible for an army to take more than 100% casualties.

Location: After the battle is finished, this shows the location of the army. It may hold the battlefield, have been forced to retreat one or more miles, or have advanced one or more miles in pursuit of the enemy. Note that advancing in this manner is compulsory in order to inflict the casualties on the enemy army. Additionally, any army that was using the "Withdraw" tactic may move an extra mile (but only away from the enemy, not towards it).

Fatigue: This shows how fatigued the battle makes the army. Fatigue affects the *Battle Score* of the army in future battles that occur on the same day. Fatigue is removed from an army by spending a single day neither moving nor fighting.

Rout: An army that is routed ceases to exist as a unit. Whichever troops survive the fight will scatter, and slowly return to their homes, arriving 1d10 weeks after the battle.

Aftermath

When all the pairs of armies involved in the battle have finished fighting, the result will be that some will have held the field and some will have moved away—either in retreat or in pursuit of retreating armies.

If all the armies that still hold the field are on the same side, the battle is finished for the day. If armies of both sides still hold the field, the battle continues, with the armies first splitting if necessary to ensure that there are equal numbers on each side once more.

Strongholds In Battle

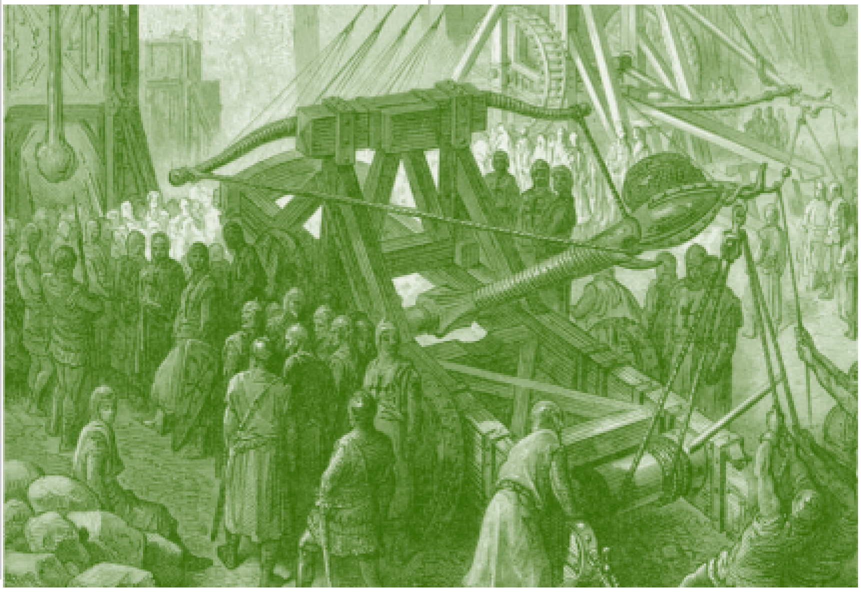
When a stronghold is under attack, it has the following effect on the battle:

- ►When calculating troop ratios to see who gets a bonus to their *Battle Score*, treat the defending armies as having four times as many troops as they actually have.
- ►The defender only takes half the indicated casualties.
- ►The defender ignores "Retreat" or "Rout" results.

The defender only gets these bonuses if they use the "Hold" tactic.

If an attacker chooses to besiege the stronghold instead of attacking, the attacker gains a +5 cumulative bonus to their *Battle Score* per week of siege, and if the defenders run out of food they will take 10% casualties per week of siege. Remember that high level clerics can create enough food to feed many people.

The besieged defenders can, of course, attack the sieging army at any time using any tactic except "Hold". If they choose to do so, they gain a +20 bonus to their *Battle Score* for the element of surprise.



Chapter 15: Out of This World

The mundane world of castles, cities and forests is not the sum total of existence.

While it may seem so to the average commoner, seasoned adventurers know that there are a multitude of other places out there, from other planets to alternate realities. High level adventurers will likely have fought or dealt with creatures from such places, and may well—with the right magic—visit those places themselves.

This chapter is reliant on Game Master's discretion more than most. Things like the number of planets orbiting the sun and the number of outer planes (both of which are described in this chapter) are very dependent on the campaign setting, and therefore this chapter must be necessarily vague about such things.

Overview

The planet that adventurers live on is just that—a planet. It flies through the void as it orbits the sun. Like many planets, it's basically a big rock surrounded by air and a bit of water. At least, that's the assumption that these rules make. Individual Game Masters can set campaigns on very different planets if they want to.

Of course, the adventurers do not live on the only planet out there. Dark Dungeons assumes that there are a few planets orbiting the sun. This being a magical world and not our real world, some of these planets are almost always inhabitable (although not always inhabited).

The whole solar system sits in the void—an empty nothingness much like our real-world space—but the void does not stretch forever. The solar system is inside a giant sphere known as a *Celestial Sphere*. The celestial sphere is hundreds of millions of miles across, capable of fitting the orbits of all the planets inside it.

The celestial sphere appears to be made of a dark, smoky crystal or glass that is completely impervious to any physical force. Dotted about the sphere are huge transparent "windows" which let in light. These windows are visible from the surface of the planets inside the sphere as stars. These windows, however, are just as impervious as the rest of the sphere.

Huge though it is, the sphere is not the only nearby "place". There are also parallel realities called *Planes*.

The normal world is often called the *Prime Plane*, since it is the only one which is infinite in size, and it is the plane on which all others are anchored, directly or indirectly.

The other planes are split into two categories—*Inner Planes* and *Outer Planes*.

The inner planes are truly parallel to the Prime Plane, or at least to the celestial sphere. Each inner plane is exactly the same size as the sphere, and has a sun and planets in the exact same positions and orbits as those in the Prime Plane sphere. There are five of these inner planes—four elemental planes (Fire, Earth, Air and Water) and an ethereal plane. These planes have a one-to-one correspondence with the Prime Plane in that every point on the Prime Plane has a corresponding point on each of the five inner planes. If you travel from the Prime Plane to the Elemental Plane of Water, then sail 20 miles, and then travel back to the Prime Plane; you'll end up 20 miles from where you started.

Outer planes, on the other hand, are different. These planes are created by Immortals, and can be as varied as their creators' whims dictate.

One thing they have in common, however, is that each one has a single point where it is "anchored" onto another plane (often the Prime Plane, but theoretically any plane will do). The anchor point is the only point with a fixed correspondence to the plane that it is anchored to. If you travel to an outer plane at the anchor point and then walk, fly or sail 20 miles, you simply won't be able to travel back without either returning to the anchor point or using magic such as a *Gate* spell.

And that is not all...

The celestial sphere itself can be penetrated with powerful magic. Outside the sphere is a strange glowing substance, if substance is the right word, called the *Luminiferous Aether*. Sail or fly through this for long enough and you'll encounter other celestial spheres—each of which will contain its own unique set of planets and will have its own inner and outer planes attached.

However, all planes are attached to the Prime Plane inside celestial spheres. In the luminiferous aether there are no other planes.

The rest of this chapter looks at these different locations and phenomena, how to survive in them, and how to travel to and through them.

The Void

The void is the empty space between worlds. As the name suggests, it is completely empty, not even containing air.

Gravity

There is no gravity in the void away from large masses, so any unsecured object will simply drift randomly. Because of the lack of air, creatures with wings will find it impossible to fly; although magical flight still works.

Any mass in the void, from the smallest pebble to the largest planet or sun will have its own gravity. However, unlike our world this gravity does not always pull in the direction of the centre of the mass and is not directly proportional to the mass of the mass(es) involved.

Instead, the *strength* of the gravity around an object or group of objects is always the same; the *distance* over which that gravity acts is limited and based on the size of the object or group of objects; and the *direction* of the gravity is based on the shape of the object.

Strength: The strength of gravity is always simply the normal strength of gravity that is found on the real-world Earth. Within the gravity envelope of a planet, big or small, things fall just as expected.

Distance: The distance away from an object to which its gravity extends is based on the width of the object in the direction in which the distance is being measured. That's less complicated than it sounds. Basically it means that the gravity envelope for an object stretches as far above the object as the object is tall, as far to either side of the object as the object is wide, and as far in front of and behind the object as the object is deep. The gravity envelope is therefore the same shape as the object but three times the size (and 27 times the volume).

However, there is a limit to the size of the gravity envelope produced by an object. The envelope will never be more than fifty miles deep no matter how large the width of the object is.

Example: The Game Master has decided that the campaign is primarily set on a planet the size of Earth—a spherical planet of approximately 8,000 miles diameter. In theory, the gravity envelope of this planet would therefore also be spherical and stretch 8,000 miles in every direction. However, gravity envelopes cannot be more than 50 miles deep, so instead it spherical and stretches 50 miles in every direction.

The party are travelling through the void in The Black Swan—a skiff that has been equipped with Sails of Skysailing. The Black Swan is 45' long, 15' wide and 8' tall. The gravity envelope of this ship is therefore an area 135' long, 45' wide and 24' tall. In theory, there is a thin bit of the envelope that sticks up in the middle where the mast of the ship sticks up, but practically that can be ignored for most purposes.

Direction: The direction of gravity within a gravity envelope is determined by the shape of the object that is responsible for the envelope. Each gravity envelope will have a consistent direction of gravity throughout, and if the shape of the object responsible for the envelope changes there may be a sudden flip from one gravity direction to another. Different parts of the gravity envelope will never have different directions.

The three most common directions are *point*, *plane* and *line* gravity.

If the object responsible for the gravity field is roughly spherical, such as a planet, then throughout the gravity field gravity pulls towards a point in the centre of the object. This means that it is possible to walk all round the sphere without falling off.

If the object responsible for the gravity field is roughly cylindrical, then throughout the gravity field gravity pulls towards the central line of the cylinder. This means that it is possible to walk all around the cylinder without falling off, but it is possible to fall off either end of the cylinder. Anyone doing so would oscillate back and forth until they settled next to the end of the cylinder lined up with the mid point. The gravity envelope would prevent them from "falling" further, but there would be nothing to stop them drifting away in a direction perpendicular to the cylinder's end.

If the object responsible for the gravity envelope is roughly flat, such as a ship, then throughout the gravity envelope gravity pulls towards a plane that cuts through the middle of the object. This means that it is possible to walk around on the upper deck(s) of the ship without falling off, and it is also possible to walk around on the underneath of the ship's hull without falling off. However, it is still possible to fall off the side of the ship, and someone doing so would oscillate back and forth until they settled next to the side of the ship lined up with the mid plane of the ship. The gravity envelope would prevent them from "falling" further, but there would be nothing to stop them drifting either along or away from the ship whilst staying on that same plane.

In the case of large objects with unusual shapes, these may have different gravity directions at the Game Master's discretion. For example a large hollow sphere might have gravity pointing towards the middle of its thickness, meaning that the inside and outside of the sphere can both be walked on; or a large doughnut shaped object might have gravity pointing to a ring through its centre, so that it can be walked around without falling off.

If in doubt, use the direction of gravity that seems the most sensible and convenient.

In any case, when a small object enters the gravity envelope of a larger object, the smaller object takes on the gravity envelope of the larger object.

Example: The Black Swan, like most ships, is roughly flat; so its gravity points in the direction of its central plane. People can stand on both its deck and the underneath of its hull without falling off.

When the ship approaches a planet in order to land, it will take on the gravity envelope of the planet. The safest way for Aloysius to manage this transition without everyone falling off is to manoeuvre the ship so that its hull is facing the planet. That way gravity will still be pointing "down" through the hull and people on the decks will not fall off.

Air and Breathing

The void itself contains no air of any kind. However, the objects within the void will normally be surrounded by an envelope of air that clings to them because of their gravity envelope. The air envelope is generally the same size as the gravity envelope.

Unfortunately for travellers, the air around a creature or object will go "bad" and become unbreathable if it is not replenished regularly. Large planets don't have this problem—partly because of the sheer size of the air envelope around them and partly because they have whole ecosystems constantly replenishing the air.

Air quality is divided into three levels of quality: *Fresh*, *Fouled*, and *Dead*.

Fresh Air: Fresh air is healthy and normal. Creatures can survive and operate in it without problem.

Foul Air: Foul air is unhealthy, humid and smells bad. Creatures can survive in it, but will often be short of breath and take a –2 penalty to all actions that require rolls.

Dead Air: Dead air can no longer support creatures at all. Creatures trapped in dead air will suffocate to the point of unconsciousness over the course of 2d6 rounds and then die in another 1d4 minutes. Before unconsciousness sets in, creatures in dead air take a –4 penalty to all actions that require rolls.

A character who is about to knowingly enter an area of dead air can hold their breath for a number of rounds equal to their constitution before symptoms start.

The exact time it takes for a creature to foul its own air envelope to the point where it drops a level in quality (if drifting in the void) depends on a multitude of factors and variables; and is best abstracted to a roll of 2d10x10 minutes. Larger creatures take more air with them, but also use more air; so the result is the same.

Undead, constructs, golems, and Immortals (unless in Mortal Form) do not foul the air that they carry around, since they do not need to breathe, and they also take no penalties for being in fouled or dead air.

In the case of people on a rock or on a ship, the object that they are on will provide a much bigger air envelope, so it will last much longer before becoming foul. Although the amount of air in the envelope would be most accurately determined by the exact shape and size of the object and many other factors; it is best abstracted by the following (particularly for ships equipped with *Sails of Skysailing*):

For each ton of weight of the object, it's air envelope will last one person 120 days. Horses and large creatures use the same amount of air as two people (or even more in the case of extremely large creatures).

Example: The party travelling in the Black Swan consists of four people. The ship weighs 5 tons (it's a skiff), and can thus support 5 x 120 = 600 person-days. Therefore it will take 600 / 4 = 150 days for the air to become fouled and a further 150 days for the air to become dead. The ship cannot safely travel for more than 300 days (with this crew) before landing on a planet to refresh its air supply.

The *Create Air* spell always maintains fresh air within its area of effect for the duration of the spell, but once the duration runs out, the air returns to its former fouled or dead state.

A person under the effects of a *Survival* spell does not suffer the effects of foul or dead air for the duration of the spell.

Movement & Travel

Getting to the void is easy. It can be done by simply flying up for long enough to reach the edge of the planet's air & gravity envelope.

However, assuming that the campaign is set on an Earth sized planet, this envelope will be 50 miles deep; so while creatures flying under their own power may be able to fly that distance they are unlikely to fly that high by accident.

Ships equipped with *Sails of Skysailing* can easily fly such distances. However, they cannot necessarily fly at full cruising speed since they are fighting gravity all the way. It takes a ship a full hour to reach the edge of the gravity envelope regardless of the effective level of the pilot.

While doing such a take-off or landing, the ship can do other navigation at the same time. It can travel around the planet at normal cruising speed while ascending or descending.

Once outside of a gravity envelope, any form of magical flight will work as normal, although winged flight will not unless the creature's description specifically says that it can fly through the void. Winged creatures that do fly high enough to reach the edge of the gravity and air envelopes will be able to feel that they have reached the edge and non-intelligent ones will instinctively go no higher.

Once in the void, the main difficulty with travelling through it is that the distances are so immense. The distance from one planet to another may be anywhere from 36 million miles to 3.5 billion miles or more; and the radius of a celestial sphere can be up to 7 billion miles. Getting from planet to planet is therefore only possible with magic designed for that purpose. Normal magical flying effects or items are far too slow to even attempt the journey. Even a simple trip to a planet's moon is likely to be at least 200,000 miles.

Ships equipped with *Sails of Skysailing* are one of the few commonly found magical effects designed for such long distance travel. The speeds listed for such ships in *Chapter 12* are the speeds within a gravity envelope. Once a skysailing ship has escaped the gravity envelopes of nearby planets and is in the open void, it can accelerate to *Voidspeed*. Unlike the speeds achieved in atmosphere, voidspeed is not dependent on the effective level of the pilot of the ship. It is fixed at 100 million miles per standard 8-hour travel day. As with air travel, the pilot of the ship can do a "double shift" if the need arises. See *Chapter 12* for more details.

This immense voidspeed can only be maintained in a straight line. Any need to manoeuvre will cause the ship to drop to normal air speed. Similarly, entering the gravity envelope of another object will cause the ship to drop to normal air speed.

No encounters are normally had in the void, since the distances and speeds involved are so huge that the odds of two ships actually coming close enough to even detect each other are astronomically low.

When travelling from planet to planet, it is not necessary to calculate the exact orbits of each planet in order to find out the exact distance between them. Instead, simply use a standard "average" distance between each planet.

Example: Aloysius is piloting the Black Swan home after visiting another planet. The two planets are the same distance apart as the Earth and Mars—about 50 million miles.

Aloysius flies the Black Swan straight towards home at voidspeed, and arrives at the edge of the gravity envelope (50 miles above the surface) in 4 hours. He then manoeuvres the ship so that its hull is facing the planet, and lowers it into the atmosphere. The time taken to descend through atmosphere is always 1 hour, so it takes a further hour to bring the Black Swan down to within a few hundred feet of the ground.

While descending, Aloysius checks on his maps to see whereabouts on the planet he is, and then sets off at cruising speed to get to the skyport of his choice. When he has both arrived and finished descending (whichever takes longer) he will switch to manoeuvring speed in order to land carefully.

The Celestial Sphere

Although incredibly huge, the void is not endless. It is bounded by a shell of crystalline material called the *Celestial Sphere*.

The sphere is impervious to any physical or magical damage, even from Immortals.

Assuming your campaign world is not terribly unusual, the sphere will contain either a sun in the centre with a number of planets orbiting it, or a central planet that is orbited by a sun and one or more other moons and planets.

In either case, the radius of the sphere will always be at least twice the radius at which the outermost planet orbits.

Example: If the campaign was set on a planet like Earth (third planet of nine from the sun, if we include Pluto), the radius of the celestial sphere should be at least twice the radius at which Pluto orbits.

Pluto orbits at a radius of 3.6 billion miles from the sun, so therefore the sphere would have a radius of at least 7.2 billion miles.

At standard Voidspeed, it would take a ship 72 days to reach the edge on average.

Dotted around the sphere are glowing points of light that can be seen as stars from the various planets in the sphere. These are a part of the sphere, and cannot be moved or damaged in any way. However, they are useful for navigation, and provide a dim light in the absence of a sun.

Astronomical Bodies

The astronomical bodies—planets and sun(s)—in the sphere can be loosely categorised into four types, corresponding to the four states of matter:

Gaseous Body: A gaseous body is a gas planet. The body of the planet is made of air or some similar gas, and it is not usually possible to tell where the air envelope stops and the planet itself starts. A gaseous body may have a small core at the centre, composed of debris that has accumulated there, but generally it is entirely composed of air. A gaseous planet usually has extremely violent weather patterns.

Solid Body: A solid body is a solid planet like our own Earth. It will be primarily composed of rock, and have a normal atmosphere. Dark Dungeons assumes that the campaign is set on a solid body.

Radiating Body: A radiating body is a sun. There is usually one per sphere, and it is often in the centre. A sun provides light for the whole sphere; without a sun the sphere is dark and lit only by the stars. However, a sun is not necessary to provide heat in the void. A sphere without a sun will be cold enough to freeze water, but will still be warm enough to survive in.

If the gravity and air envelope of a radiating body is entered, treat it as if on the elemental plane of fire, with the exception that there is no ground. The planet is usually fire all the way to the centre, since any debris that would accumulate there will typically burn up.

Liquid Body: A liquid planet is basically a large blob of water or a similar liquid, forming a planet that is entirely sea. It may have a small core made of debris, and may also have small islands of floating debris, possibly even with settlers or refugees living on them. The atmosphere of a water planet is normal.

In a sphere without a sun, a liquid planet will be a frozen ball of ice and snow rather than liquid water.

The Inner Planes

Inside the celestial sphere, there is not just the mundane world (known as the *Prime Plane*). There are also parallel worlds that take up the same space as the mundane world. Such parallel worlds are called *Planes*, and the five that always take up the same space as the inside of a sphere are referred to as the *Inner Planes*. Each of them is finite in size and surrounded by the same crystalline sphere.

There is an exact mapping between the inner planes and the prime plane, in that each inner plane has its own copies of the astronomical bodies contained in the prime plane, and these bodies contain the same rough geographical features (mountain ranges, seas, etc.) as those on the prime plane. However, artificial structures and vegetation will not be mirrored.

The correspondence between the planes extends to movement as well. If someone travels from the prime plane to the ethereal plane, travels north for a mile, and then returns to the prime plane; they will arrive one mile north of their starting position.

The Ethereal Plane

The ethereal plane is the plane most often visited by adventurers. It directly touches the prime plane at all points, which makes travel relatively easy (for example an adventurer under the influence of a *Travel* spell can move between the ethereal and prime planes at any location).

Everything on the ethereal plane is made from *Ether*, which is a kind of sticky grey ectoplasm that looks like dense smoke and feels cold and clammy to the touch. Ether can only exist on the ethereal plane. If it is brought off that plane onto any other plane it simply evaporates and vanishes leaving no trace.

The ethereal plane is constantly lit by a dim light, although visibility is equivalent to shadowy torchlight. There are no actual shadows, since the light penetrates the entire plane, but any ability that requires shadows to work will work in the dimly lit ethereal. There is no colour in the ethereal plane as the ether is all grey; although denser ether is more whitish. The only colours that can be seen are on objects or creatures that have entered the ethereal plane from other planes. This often makes such creatures and objects stand out vividly despite the low light.

While all the inner planes touch the prime plane, the ethereal plane actually overlaps to some extent. The ether is attracted to matter on the prime plane, and becomes more dense in the ethereal equivalent of the location, being least dense where there is void on the prime plane and most dense where there is metal.

Because of this effect, it is possible to "see" the shapes of things that are on the prime plane from the ethereal plane by seeing the patches of dense ether that correspond to them.

Example: Black Leaf is scouting well ahead of the rest of the party when she triggers a trap. The door to the room she is in slams shut and spikes protrude from the ceiling, which then starts inexorably lowering.

After failing to pick the lock on the door, Black Leaf decides that it's too risky to wait and see if the rest of the party can rescue her, and she drinks a potion of ethereality that she has been saving for emergencies.

Black Leaf enters the ethereal plane, and finds herself in what appears to be the same room with the same descending spiked ceiling, except that everything is made out of ectoplasm. The ectoplasmic ceiling continues to descend, following the descent of the real ceiling on the prime plane, but Black Leaf simply pushes through it unharmed.

Satisfied that she has escaped danger, she wades slowly through the ectoplasm back to the door. The real door is still locked, but once again she can push through the ectoplasmic copy of it and emerge back outside in the corridor.

Black Leaf then returns to the prime plane, and appears unharmed in the corridor outside the room. To any observers who can't see invisible creatures, she would have apparently disappeared when drinking the potion and then reappeared outside a minute or so later.

Creatures who could see invisible would have been able to see her shadowy form as she moved around on the ethereal plane.

Air and Breathing

Although there is no actual air or water on the ethereal plane, both air and water breathers alike can breathe the etheric ectoplasm with no ill effect.

Movement & Travel

Getting to the ethereal plane usually requires a *Travel* spell (the ethereal plane is adjacent to the prime plane) or a *Gate* spell. However, there are certain magic items that provide a specialised form of the *Travel* spell that allows access to the ethereal plane but no other planes.

Movement in the ethereal plane is tricky at best, since even the most solid "ground" still gives. Walking is possible, but can only be done at half speed, since walking on the soft ether is like trudging through loose sand. However, this softness does have its advantages. It is possible for a solid being visiting the ethereal plane to push through the ethereal representations of solid prime plane objects. Pushing through dense ether in this way reduces movement speed to one quarter of normal.

Flying (both winged and magical) can be done in the ether at normal rates through the less dense ether that corresponds to prime plain water air or void, and can be done at half speed through the denser ether that corresponds to solid prime plane matter.

A second consequence of the overlap between the prime plane and the ethereal plane is that creatures able to see invisible things (whether through an innate ability or through a *Detect Invisible* spell) can see creatures or objects on the ethereal plane.

The Elemental Planes

In addition to the ethereal plane, there are four elemental planes touching the prime plane within the celestial sphere. These are the elemental planes of *Air*, *Earth*, *Fire* and *Water*.

As with the ethereal plane, there is a direct mapping between all points on each of these planes and the corresponding points on the prime plane.

Each elemental plane contains void just like the prime plane, and contains copies of the same astronomical bodies as the prime plane. However, unlike the prime plane versions of these bodies, all matter in an elemental plane is composed of only a single element, in different states that simulate the other elements as far as possible. In all cases however, the elemental version of the void is still simply void.

Each of these elemental versions of the astronomical bodies has the same basic geographic features (mountains, rivers, seas and so on) as the equivalent prime body; but vegetation and artificial structures are not represented.

Example: Elfstar is standing by her house, which is by a stream in a forest clearing. She casts a Survival spell followed by a Travel spell and moves to the Elemental Plane of Water. When she arrives, she is standing on ice rather than soil, and neither the house nor the trees are there.

The stream is still there, however, and through the water vapour that makes up the sky Elfstar can see a brightly shining white sun that appears to be made of steam.

The elemental equivalents of the other elements are as follows:

Air: The ground is made from soft but solid clouds, which halve the movement rates of any land based creature. However, these clouds are solid enough that they can't simply be pushed through.

The atmosphere is clear air, and bodies of water are made from a smoky vapour that settles in depressions like liquid. The "liquid air" is viscous like water, and will support swimming creatures—although it can be breathed by air breathing creatures (but not water breathing creatures) without drowning.

The sun and other large natural fire sources are made from balls of lightning.

The soft nature of the ground and the fact that air breathing creatures cannot drown in the seas and rivers actually makes the elemental plane of air a fairly safe place.

Earth: The ground is, naturally, normal earth and rock. The atmosphere is made entirely of floating dust motes, which force most travellers from the prime plane to have to cover their mouths and noses with scarves or wraps to avoid choking. Even without choking on the dust, it still cannot be breathed, so travellers need to either be able to go without air or to have some means of creating air.

The seas on the elemental plane of earth are composed of a fine silty sand that behaves much like a liquid. Needless to say, it is just as inhospitable to air (and water) breathers as the atmosphere is.

The sun and other large natural fire sources are composed of shining crystals, which—although they glow brightly—do not give out appreciable heat.

The biggest problem for travellers to the elemental plane of earth is breathing. Other than that, the plane is relatively safe to explore.

Fire: The elemental plane of fire is naturally extremely hot. The ground is made from red hot glowing coals and ash, and the seas are made of runny lava with swirls of molten metal through it. The lava is soft enough to swim in (assuming you can take the heat) but neither air nor water breathers can breathe it.

The atmosphere of the elemental plane of fire is comprised entirely of flame. Although the flame will scorch the lungs of any who try to breathe it, those who are protected from the heat find that it is actually breathable by air breathers.

The sun and other large natural fire sources are, of course, simply white hot fire.

At first glance, the elemental plane of fire appears to be the least hospitable of the elemental planes. However, once the problem of heat is overcome by some kind of magical protection, it is not too bad. The atmosphere can be breathed, and the ground is solid.

Water: On the elemental plane of water, the ground is primarily made of ice and snow. Seas and rivers are made of clear fresh water.

The atmosphere in the elemental plane of water is comprised of pure water vapour, and air breathing creatures who try to breathe it will drown. Water breathers can breathe it with no difficulty.

The sun and other large natural fire sources are made from glowing clouds of steam. These steam clouds are warm to the touch, but nowhere near as hot as real fire.

Providing travellers can breathe water, and wrap up well to survive the cold, the elemental plane of water is a fairly safe place to explore; although the constant moisture can make travellers feel incredibly uncomfortable after a while.

Example: The Game Master has decided that the Celestial Sphere in which the campaign is set contains a sun (radiating body), two normal "earth-like" worlds (solid bodies), a water world (liquid body) and three gas giant planets (gaseous bodies).

The corresponding Elemental Plane of Air contains the same seven astronomical bodies, except that the sun is made of lightning; the earth-like worlds are made of solid clouds (with atmospheres and seas); the water world is made of vaporous smoke (also with an atmosphere); and the gas giants are basically big blobs of air.

On the Elemental Plane of Fire, the same bodies also exist. This time the sun is much like the prime plane's sun; the earth-like worlds are large balls of cinder and coals surrounded with an atmosphere made of flames; the water world is made of lava and molten metals and has a similar flaming atmosphere; and the gas giants are simply large balls of fire.

Air and Breathing

On the Elemental Plane of Air, breathing can be done normally, even in the smoky vapour that passes for liquid in the plane's seas.

Breathing on the Elemental Plane of Earth requires both a *Create Air* spell or the equivalent and also blocking of the nose and mouth with cloth to prevent choking on the dust.

Trying to breathe in the Elemental Plane of Fire requires a *Resist Fire* spell or the equivalent in order to prevent taking 2d6 damage per round from the heat. Providing that protection is in place, the fiery atmosphere of the plane can be breathed without problem.

Breathing in the Elemental Plane of Water requires either a *Water Breathing* or *Create Air* spell or the equivalent. However, either of those spells will allow breathing both in the water vapour that makes up the atmosphere and also the seas and rivers of the plane.

Movement & Travel

All four of the elemental planes touch the prime plane at all points, so a *Travel* spell can take you from the prime to any one of the four or *vice versa*.

Because of the direct mapping between the planes, travelling to one of them and walking a mile north before returning will return you to the prime plane one mile north of where you left.

Travelling to the elemental planes while underground is emphatically *not* recommended, since whatever tunnels have been dug on the prime plane are highly unlikely to have also been dug on the elemental planes, and the unwary traveller is likely to appear in solid rock (or the equivalent) and be instantly killed.

Once on the elemental planes, movement and travel is usually no different to travelling on the prime plane. The only exception being that land movement is slowed to half normal rates on the elemental plane of air due to the soft nature of the ground.

The Outer Planes

Outer planes, sometimes referred to as demi-planes, are small planes that sit outside the normal prime-ethereal-elemental plane structure.

Each outer plane is unique, although they can be no bigger than the size of a large planet plus atmosphere, and most are much smaller, down to the size of a large house or inn.

Unlike the elemental planes which mirror the structure of the prime plane, each outer plane has been deliberately created by one or more Immortals for a reason, and therefore there is no fixed structure to them.

Having said that, most outer planes have the same sorts of matter and rules of gravity and so on as the prime plane. Even Immortals find comfort in familiarity, after all.

The outer planes do not map exactly to the prime plane. Instead, there is a single location (with a radius of about 100' or so) on each outer plane which is its *Anchor Point*. This anchor point maps to a similar sized region on another plane—which can be any other plane; prime, inner or outer.

Within that region, *Travel* spells will work between the outer plane and the plane that it is attached to, and the usual behaviour of mapped planes is exhibited (i.e. travelling from the base plane to the attached outer plane, walking 50' to the left, and then returning to the base plane will bring you to 50' left of where you started).

Outside of that region, however, *Travel* spells will not work, and the only way to move to other planes is via a *Gate* or the equivalent.

Since outer planes can be anchored onto other outer planes, it is possible for a whole "tree" of outer planes to end up being attached to the prime plane in a given location.

Example: After becoming Immortals, five characters work together to create a single plane and anchors it to the Prime Plane. Each of them then also creates a home plane for themselves and each anchors that plane to their shared plane. Finally, one of the Immortals wishes to experiment with creating new types of undead so she creates another plane in which she can perform her experiments and anchors it to her home plane.

If someone wanted to travel from the prime plane to the plane where the experiment is being conducted using a Travel spell, they would have to first locate the anchor point of the shared plane and then cross over onto that plane. From there, they would have to explore that shared plane until they find the anchor point of the Immortal's home plane, and cross over once again. Finally they would have to explore the Immortal's home plane until they found the anchor point of the plane where the experiment is being conducted and cross over a third time.

If it were one of the other Immortals trying to get to the plane from their own home, they wouldn't be able to travel directly there either. They too would have to go to the anchor point of their home plane and cross over to the shared plane, then find and cross the other two anchor points from there.

Much as some Immortals may like to hide away, all outer planes *must* have an anchor point connecting them to an existing plane, and "circular" anchors are not possible (i.e. it is not possible to anchor plane A to a location on plane B, then anchor plane B to a location on plane C, then anchor plane C to a location on plane A). All outer planes must be anchored—directly or indirectly—to the prime plane or one of the inner planes.

Needless to say, most anchor points are well guarded on one side or the other, and traffic at those points is either forbidden or monitored carefully.

However, there are many outer planes that have been abandoned or simply forgotten. Such forgotten planes may well be unguarded, but the things they contain may be dangerous in their own right.

Since travelling from adjacent plane to adjacent plane can be time consuming and difficult, it is common for an Immortal to create a permanent *Gate* between planes that they travel between often. *Gate* spells can link any two planes for one-way or two-way travelling. The planes don't have to be adjacent to one another; they can even be anchored to two different Celestial Spheres. However, *Gate* spells still go from only a single fixed point on one plane to a single fixed point on the other plane. This can be either an advantage or a disadvantage, since it is even easier to defend a gate than it is to defend an anchor point.

Luminiferous Aether

The Celestial Sphere is not the entire universe. Beyond the sphere's edge lies an expanse of a glowing swirling substance called *Luminiferous Aether.*

The Luminiferous Aether is chaotic mix of raw elemental matter and ether. It has no actual density or substance to it, and permeates everything outside the Celestial Sphere. However, it can only exist outside of a Celestial Sphere. If a ship with *Sails of Skysailing* goes through the sphere and into the aether, it will take its air and gravity envelopes with it; but the air—while breathable—will be mixed with Luminiferous Aether. If the ship then re-enters the Celestial Sphere, it will bring its air envelope with it but leave the Luminiferous Aether outside the sphere.

Sages and philosophers—after discussion with Immortals capable of creating entire Celestial Spheres—have concluded that when a Celestial Sphere is created the inside of the Celestial Sphere becomes a region of order where the Luminiferous Aether cannot exist in its raw chaotic state. Instead, within the confines of the sphere, the Luminiferous Aether is split into its constituent parts—the four elements plus ether—and these parts are sorted into their own planes leaving the inside of the Celestial Sphere full of Void.

Whether this is true or not, Luminiferous Aether does have properties similar to each of the four elements, and it is true that Luminiferous Aether can never be brought into a Celestial Sphere. It simply ceases to exist.

The Luminiferous Aether may be infinite in size. At least, no-one has ever reached any kind of edge to it. It is dotted with innumerable Celestial Spheres, each of which has its own set of astronomical bodies and its own set of inner and outer planes.

Since the inner planes are attached within each Celestial Sphere, they do not extend out into the Luminiferous Aether and cannot be reached from there.

Similarly, no outer plane can be anchored in the Luminiferous Aether and no *Gate* spell will reach it.

Commune and *Contact Other Plane* spells cannot be used in the Luminiferous Aether, and those spells will not contact creatures who are there when cast from within Celestial Spheres.

Air & Breathing

Breathing within the Luminiferous Aether is not possible except for within the air envelope of an object; much as in the void. Similarly, the rules for foul air apply.

However, any living creature that runs out of air in the Luminiferous Aether does not suffocate. Instead, the Luminiferous Aether itself supports them in some strange way. The creature loses consciousness and turns to a stone like substance. The creature remains that way until they are in an area with breathable air, at which point they return to normal.

This effect only happens to living creatures. Dead bodies, and undead creatures (as well as non-breathing things like golems) are unaffected.

The Luminiferous Aether is also incredibly flammable. Any spark will immediately burst into a 1' radius fireball doing 1d6 damage. If this catches other items alight, then take the normal damage done by such an object when burning and do three times the damage in an area three times the size of the object. For magical fires like a *Fireball* spell, use a similar guideline—although such spells will always explode around the caster as they are cast, rather than going off once they reach the desired target point.

Strangely, the Luminiferous Aether has the same inhibiting effect on red powder as large quantities of red powder has on itself. While in the Luminiferous Aether, red powder simply will not burn or explode.

Movement & Travel

Getting to the Luminiferous Aether is relatively straightforward. It can be reached from any Celestial Sphere by simply flying to the edge of the sphere and then opening it in some manner.

A *Travel* spell will open a temporary hole in the crystal of the sphere wall that will last long enough to fly a ship through; or for creatures travelling without a ship, a *Dimension Door* or *Magic Door* spell will allow passage through the crystal of the sphere wall.

Once in the Luminiferous Aether, travel is handled in a similar manner to in the Void. Creatures cannot fly using winged flight, but all forms of magical flight work as normal.

However, the problem of distances is even more pronounced in the Luminiferous Aether than in the void. In fact, because of the immense distances involved, the lack of landmarks, and the fact that the Celestial Spheres drift around and do not stay static, distance is a largely meaningless concept for anything other than short range flight.

For long range travel, simply striking out in a random direction is completely pointless. It may take years or even centuries of travel to find another Celestial Sphere.

However, the Celestial Spheres are naturally tied together by "rivers" of flowing Luminiferous Aether that wind through three dimensional paths. These rivers are huge things, around a thousand miles across, and always both start and end at particular spheres. They may flow in a single direction or flow in both directions with the two flows twisting around each other. By travelling along a river, a ship flying at voidspeed can both know that it is travelling towards another sphere and also take advantage of the river's flow to get there quicker.

As far as anyone knows, there are no "orphan" spheres with no rivers flowing to them, and there are no "dead end" spheres with rivers flowing towards them but not away from them.

The rivers also have a secondary advantage—the flow of the river will attract debris that would otherwise simply drift randomly. This is particularly the case for debris and objects that are lost from a ship that is travelling the river, and means that on well travelled rivers a lost object has a much greater chance of being found than if it were simply drifting through the vast sea of Luminiferous Aether.

Unfortunately, the rivers twist and bend over a period of time; so while it is possible to map out which spheres are connected to which other spheres (and whether such connections are single or bi-directional), it is not possible to map any kind of meaningful length or distance for a river, since this will change over time (and by how well the navigator manages to keep to the centre of the river where the flow is strongest). The time taken to travel along a river is therefore wildly unpredictable. It will take 10d10 days to travel the length of a river at voidspeed in the direction of its flow, although that may include one or more stops when another gravity mass is encountered such as a particularly large piece of flotsam or another ship.

Travelling against the flow is difficult but not impossible, providing one sticks to the outer edge of the river where the flow is least strong. Travelling against the flow in this manner makes a journey from sphere to sphere take five times the normal duration.

The Game Master is encouraged to create a "sphere map" for the region of space around the world on which their campaign starts, showing what spheres exist, and how they are connected.

No-one knows how many spheres there are in total. There even be an infinite number of them. Some Immortals have spent centuries exploring and have never managed to run out of new things to find and new places to see.

Chapter 16: Questing for Immortality

The ultimate goal of many characters is to reach the lofty heights of immortality.

Immortality doesn't just mean not dying—although Immortals *are* incredibly resilient—it actually means transcending flesh and transforming into a purely spiritual being of great power.

Since Immortals are so different from mortal characters, and so much more powerful, an Immortal level campaign will be very different in tone from a mortal level one. Most Immortals don't simply go out and kill monsters; and they certainly don't hoard and spend treasure like mortal adventurers do. Instead, Immortal level campaigns tend to centre around political rivalries, machinations, and plotting.

The Game Master and players should take this difference into account when deciding whether or not to continue a campaign into the Immortal levels. Many players may simply prefer to have their characters retire and die peacefully as mortals—or maybe use the gaining of Immortality as the campaign finale rather than continue to play their characters once Immortality is reached.

Whether you decide to include the Immortal levels in your campaign or not, it should be the result of a conscious decision; not the result of a "lucky" (or unlucky) die roll. Suddenly finding yourself in an Immortal level campaign that you weren't prepared for can be bewildering to both the players and the Game Master and is likely to kill the campaign if not prepared for. Similarly, being all geared up for an Immortal level campaign and then discovering that one or more of the PCs doesn't make the transition because their players rolled badly is equally unsatisfying.

What is an Immortal?

On the one hand, Immortals are powerful spiritual beings that can create entire planes and species and move planets around.

On the other hand, Immortals are simply people.

For all their great power, Immortals still have the desires, goals and personalities that they had when they were mortal. Dark Dungeons assumes that all Immortals are in fact former mortals, although since it is normally only possible to become an Immortal by being sponsored by an existing Immortal, this raises the question of where the first Immortal(s) came from.

It is up to the Game Master to decide what the answer to that question is in their campaign. Maybe the first Immortals were created by true Gods (if they exist in the setting). Maybe the first Immortals simply spontaneously appeared. Maybe the first mortals were able to become Immortals even without sponsors. Or maybe it was something completely different.

Given that Immortals are former mortals who have been given great power, what they do with that power (and what they do with their endless time—since Immortals no longer age) is as varied as mortality itself. Some explore the universe. Some look after the mortals and protect them. Others play with mortals to amuse themselves, or play decadent political games with one another. Others are easily corrupted by the power and enjoy spoiling the plans of their peers and making life hard for mortals.

The personalities of Immortals are as varied as those of mortals; and even though they have great power, they do not necessarily have the wisdom that comes with great age. Some may well be as dumb as a bag of rocks, despite their power.

The Three Forms

Immortals are beings of pure life force, not tied to any single physical form. The life force can exist in a *Spirit Form* indefinitely without needing a body. However, the Immortal must take on physical form in order to interact with the world around them.

The most common physical form taken by an Immortal is the *Embodied Form*. An Immortal must always actually *have* an Embodied Form, even if they are content to remain in Spirit Form indefinitely and never use it.

This form is physically the most powerful and allows the Immortal to use its powers more capably than other forms, but it has two big disadvantages. Firstly it is easily detectable and rather unsubtle; and secondly it leaves the Immortal vulnerable to being killed. This latter disadvantage is not as dangerous as it sounds, since even a fledgling Immortal in their Embodied Form can easily defend themselves against all but the mightiest of mortal foes.

Immortals can also take a third form, or rather a third set of forms. Most Immortals maintain one or more *Mortal Forms*. These mortal forms are, as the name suggests, mortal. They have the great advantage that they are completely indistinguishable from normal mortals, so an Immortal can go incognito in a mortal form and manipulate things on the Prime Plane without being noticed. The main disadvantage, of course, is the forms weakness. While the mortal form may be as powerful as other powerful mortals, it is still very vulnerable compared to an Embodied Form. Luckily, being "killed" while in a Mortal Form is not fatal to the Immortal, and the Immortal can simply create a new—and possibly identical—Mortal Form to use.

See *Chapter 17: Immortals* for more details on the exact abilities of the three Immortal forms.

Becoming an Immortal

Becoming an Immortal is deceptively straightforward. All a character needs to do is to find an Immortal who is willing to sponsor them and to create them their first Embodied Form. Their sponsor creates the form for them and *Zap!* they're now an Immortal.

Of course, it isn't *really* that easy.

Firstly, only the strongest of life-forces can support an Embodied Form. A character needs to have at least 3,000,000 experience points to do this.

If the character doesn't have at least 3,000,000 experience points, then they simply can't be made into an Immortal. Their life force is just not robust enough.

Secondly, the Embodied Form takes energy—and life force—to produce, and the sponsoring Immortal must pay this. It costs the sponsoring Immortal 1,000,000 experience points to create the Embodied Form for the prospective new Immortal. Of course, no Immortal is going to spend such a large amount of their own experience points on a whim.

So although becoming an Immortal is a very straightforward process, getting strong enough to be able to go through the process and finding an Immortal willing to significantly weaken themselves in order to take you through the process are not so straightforward.

The reasons why an Immortal may be willing to sacrifice some of their own life force to create another like themselves can be varied. Some may do it for companionship or even love. Others may help their own descendants become Immortal out of a sense of familial duty.

Others have more prosaic reasons. They do it to gain Immortal allies, or as a significant reward for mortals who have served their interests well.

In the case of adventuring parties, this last reason is probably the most common. Although there is nothing to physically prevent Immortals from acting in a blatant manner on the Prime Plane (e.g. appearing in Embodied Form and blasting the armies of their worshippers' enemies), in most campaign settings there will be large groups of Immortals who "police" the Prime Plane (or at least a particular Celestial Sphere) to prevent this. Experience shows time and again that unrestricted shows of Immortal power on the Prime Plane all too quickly lead to tit-for-tat wars and wholesale destruction of entire planets.

For this reason, most Immortals restrict their work on the Prime Plane to a series of churches, mortal forms and agents. Immortals therefore often show a large interest in high level adventuring parties, since they make useful agents—willing to risk great danger if the prize of potential Immortality is dangled in front of them, and able to do things on the Prime Plane that the Immortal cannot do themselves because it would be too blatant.

Of course, while some Immortals may be very open and business-like about a "work for me and I'll make you an Immortal too" deal, others couch it in terms of sending the mortals on "quests" or "tests" in order to determine their "worthiness" to join the ranks of the Immortals. Whether these Immortals actually think of what they are doing in those terms or whether they are merely being euphemistic about the true nature of the deal may vary from individual to individual, of course.

Example: Having reached 3,0000,000 experience, Elfstar is now powerful enough to become an Immortal.

Diana, the Immortal who Elfstar serves, visits her in a dream. She tells Elfstar that she has been a loyal servant and that now she is ready to be rewarded with the real power of being an Immortal. However, because Elfstar is such a prominent member of her church, she can't afford to lose her talents straight away.

Diana tells Elfstar that in order to be given her reward, she must first train up a successor to carry on her good work.

Worshippers

There is another wrinkle in becoming an Immortal—and it is one that existing Immortals don't like to talk about. Immortals cannot exist without the worship of free-willed mortals. No-one knows exactly why this is, but an Immortal that goes for over a year without worshippers dies. This is why even in campaigns that have pantheons of gods, Immortals still act as their intercessors. They need the worship of their god's followers.

The actual number of worshippers doesn't matter; even having a single one is good enough (although most Immortals naturally try to have as many worshippers as possible for safety's sake). It also doesn't matter if the worship is done out of love or fear, as long as it is done. This is a one-way dependency, in that although Immortals need worshippers to survive, the worshippers get nothing out of it—at least by default.

Smart Immortals know that looking after their worshippers and helping them with the occasional omen or answered prayer is a great way to keep them interested. Likewise, investing clerics who can go around healing and helping (or terrorising if that's what you prefer) the populace can gain and keep large numbers of worshippers.

An Immortal without worshippers is fully aware of that state at all times, so there is no danger of an Immortal—not even a new one—accidentally losing their last worshipper and not noticing until a year is up and it is too late.

Home Plane

The plane on which an Immortal is first created is forever afterwards considered to be their *Home Plane*.

An Immortal's home plane is their seat of power. When on their home plane an Immortal is treated as if six levels higher than their actual level for all purposes except spending experience.

However, when on their home plane an Immortal can only take on Spirit or Embodied form, not Mortal form; and if their Embodied form is actually killed on their home plane then an Immortal is irrevocably dead.

Because of the importance of an Immortal's home plane, a sponsoring Immortal will never bestow Immortality onto someone on the Prime Plane, since this would prevent them from ever taking Mortal form there.

In some cases where there is an established pantheon of Immortals who share a single home plane, new Immortals may also be created on that plane. In most cases, however, the sponsor will create a tiny (house sized) outer plane anchored on their own home plane for the new Immortal and give them their Immortality there. Creating such a tiny plane with the *Alter Reality* spell (see *Chapter 17: Immortals* for details) costs only 200,000xp.

That way, the new Immortal can, once they are more experienced, expand and/or alter their home plane or move it to a new location of their choosing.

Appearance

When creating a new Embodied form for the new Immortal, the sponsor must specify exactly what that form will look like, and what powers it will have.

Most sponsors will ask the new Immortal what they want their form to look like and powers they want, and even if the choice is not given *in character* to the new Immortal, the choice should still be given *out of character* to the character's player; for the same reason that players get to choose the character class of a new mortal character they create even though the character themselves may have been apprenticed out and not had a choice in their career (and certainly not in their race).

Most new Immortals already have a strong self-image, and wish to look like idealised versions of their mortal bodies. Since Immortals don't age, and any apparent age has no effect on their abilities, some Immortals prefer to look young and virile as they did (or at least as they imagine they did) in their youth, while others prefer to look older and more worldly wise. Many simply wish to continue to appear as they did at the point when they became an Immortal.

Some new Immortals choose to make a complete break from their old mortal lives, and choose to look different—occasionally very different—from how they looked while mortal. Often this will involve taking on a new name to go with the new form. Unless powers say otherwise, an Immortal's form must be between three and seven feet in size.

Example: Elfstar has trained up her replacement and is in the process of investing her with her new role when Diana, not wanting to miss the chance to impress her followers, appears in her Embodied form as the investiture rite is finishing.

Normally an Immortal simply showing up on the prime plane in Embodied form would alarm the other Immortals who are watching the prime plane for direct interference, but Diana has informed them in advance that she is going to appear to her worshippers in this way so while they keep watch, they don't interfere.

Diana blesses Elfstar's replacement and then wanders through the assembled crowd of worshippers dispensing healing and advice.

Finally, she takes Elfstar by the hand and returns with her to her home plane leaving no doubt in the minds of her worshippers that Elfstar has been invited to join her pantheon.

Once on the home plane that Diana shares with the rest of her pantheon, Elfstar stays as a guest in Diana's palace for three days while Diana explains all about Immortality to her.

At the end of that time, Elfstar is ready and has decided that in order to attract worshippers of her own—and not to compete for them too much with the rest of Diana's pantheon—she is going to appear as an emissary of youth and innocence (which won't surprise people who knew her during her life, since she was always chaste).

She decides that her Embodied Form should look like she did when she was still a young teenager, and decides to give it the powers of Call Other, Detection Suite, Improved Saving Throws (vs Mental Attacks), and Turn Undead.

Embodied Form Powers

Regardless of its look, the new Embodied form will have four powers from the following list:

Call Other

The Immortal can spend 10 power points in order to make a mental call for help back to their home plane.

If any other Immortals share the same home plane and are on that plane at the time of the call, there is a chance based on the level of the calling Immortal that one of them (chosen randomly) will hear the call:

Level 1-6: 15%
Level 7-12: 30%
Level 13-18: 45%
Level 19-24: 60%
Level 25-30: 75%
Level 31-36: 90%

The Immortal hearing the call will know the identity of the calling Immortal, but not the circumstances in which the call is being made. They may chose to either ignore the call or to immediately spend 50 power points to open and step through a temporary *Gate* to the calling Immortal's location.

Control Undead

The Immortal may speak with all intelligent undead, and may control undead as if they were a 33+ hit dice *Undead Liege*. See *Chapter 18: Monsters* for details about undead lieges.

Detection Suite

The Immortal gains all the special detection powers of the Elf and Dwarf classes.

Dragon Breath

The Immortal can spend 50 power points to use the breath weapon of any of the normal types of dragon or dragon queen, doing damage equal to their current hit points. The Immortal can only use the breath weapon of each type of dragon once per day.

If the Immortal also has the Dragon Form power, these breath attacks may be used in addition to the breath attacks granted by that power.

Dragon Form

This power costs two power choices.

The Immortal's Embodied form is that of a huge dragon. The Immortal has a movement rate of 60' on foot or 140' flying.

The Immortal gets nine attacks per round regardless of experience level. These are two bites for 6d8 damage each; and two claws, two wing strikes, two kicks and a tail swing, for 2d8 damage each. Strength bonuses apply to each of these.

Additionally, the Immortal must choose either a single colour or a mix of two colours for their scales. They can spend 50 power points to use the breath weapon of a dragon or dragon queen of either of their colours, doing damage equal to their current hit points. The Immortal can only use the breath weapon twice per day, but each time may be from the same or a different type of dragon.

If the Immortal also has the Dragon Breath power, these breath attacks may be used in addition to the breath attacks granted by that power.

Enhanced Reflexes

This power may be taken more than once.

The Immortal gets a +2 bonus on their Surprise and Initiative rolls.

Extra Attacks

This power may be taken more than once.

The Immortal gets one extra attack per round, over and above the normal number of attacks granted by their level or other powers.

Fighter Options

The Immortal can perform the Smash and Parry actions in combat.

Groan

Once per ten minutes, the Immortal can spend 20 power points to make a horrible noise (although the power is called "Groan" the noise does not actually have to be a groan—it could be a different type of noise).

All creatures (including other Immortals) within 180' must make a saving throw. In the case of mortal creatures, this is a saving throw *vs Spells* with a –2 penalty. In the case of undead creatures, this is a saving throw *vs Spells* with no penalty. In the case of Immortals, this is a saving throw *vs Mental Attacks* with a +4 bonus.

Any creature that fails the saving throw is paralysed for ten minutes.

Any creature that makes the saving throw can only move at half their normal speed for ten minutes.

Multiple groans from different Immortals have no additional effect on a creature already affected by this power.

Height Decrease

The Immortal's Embodied Form can grow and shrink anywhere from normal human-sized to as small as three inches tall.

It takes 10 minutes for the Immortal to change size, although they can remain at any given size indefinitely.

Changing size does not affect the Immortal's other abilities or powers.

An Immortal may have both the Height Decrease and Height Increase powers.

Height Increase

The Immortal's Embodied Form can grow and shrink anywhere from normal human-sized to as large as twenty two feet tall.

It takes 10 minutes for the Immortal to change size, although they can remain at any given size indefinitely. Changing size does not affect the Immortal's other abilities or powers.

An Immortal may have both the Height Decrease and Height Increase powers.

Howl

The Immortal may make a terrifying sound (although this power is called "Howl", the sound does not actually have to be a howl—it could be a different type of sound).

All creatures (including other Immortals) within 180' must make a saving throw. In the case of mortal creatures, this is a saving throw *vs Spells* with a –2 penalty. In the case of undead creatures, this is a saving throw *vs Spells* with no penalty. In the case of Immortals, this is a saving throw *vs Mental Attacks* with a +4 bonus.

Any creature that fails the saving throw must flee in terror for 3d6 rounds.

Improved Saving Throws

This power may be taken more than once.

The Immortal is particularly good at resisting a certain type of effect. When this power is taken, the player must choose one of the types of Immortal saving throws.

Whenever the Immortal must make a saving throw of that type to avoid taking damage, success means that the Immortal only takes a quarter of the normal damage from the attack, and failure means that the Immortal takes a half of the normal damage from the attack.

If the attack is an all-or-nothing effect rather than an effect that does damage, then success means that the Immortal is completely unaffected by the attack and failure means that the Immortal takes the full effect.

If this power is taken more than once, it must apply to a different saving throw each time.

Increased Damage

This power may be taken more than once.

The Immortal increases the damage done by each physical attack by one die of the type done by the attack. This power does not increase the damage done by spells cast by the Immortal.

Increased Movement Rate

This power may be taken more than once.

The Immortal moves at double normal speed in all modes of travel except when flying in at voidspeed in Spirit Form.

If this power is taken more than once, the multiplier increases by one for each additional time the power is taken; so an Immortal who has taken this power three times moves at four times their normal movement speeds.

Leech

The Immortal may suck the life force out of creatures they touch, including other Immortals. This power must be consciously used—the Immortal won't accidentally kill people when shaking their hands—and requires a successful attack roll against an unwilling target.

When used on a mortal creature, the touch will drain three levels of experience from the victim. There is no saving throw against this drain, and the victim will not even notice that the drain has happened unless they can make a saving throw *vs Death Ray* at a –2 penalty. The Immortal using the attack gains 3d4 hit points from the drained life force.

When used on an Immortal, the victim must make a saving throw *vs Power Attacks*. If the victim fails the saving throw then they lose 100,000 experience points.

This loss can cause the victim to lose a level, but cannot reduce them below 3,000,000 experience (i.e. it cannot reduce them below 1st level). If the victim makes the saving throw then they lose 10 power points. The Immortal using the attack gains 10 power points from the drained life force.

If the attacking Immortal gains more hit points or power points than their normal maximum, the excess disappear after ten minutes.

Mystic Abilities

This power costs three power choices.

The Immortal has the number of attacks, damage, and special abilities of a 36th level mystic.

Poison

This power can be taken twice.

The Immortal has a poisonous bite or a poisonous stinger. If this power is taken twice, then the Immortal has both.

If the Immortal makes a successful attack with either a bite or a sting, the victim must make a saving throw.

Mortal victims must make a saving throw *vs Poison* with a –4 penalty. If they fail the saving throw then they die instantly. If they make the saving throw then they take 6d6 damage and can do nothing but writhe in agony for a full day, being unable to even think clearly.

Immortal victims must make a saving throw *vs Physical Attacks*. If they fail the saving throw then they take 6d6 damage and are in such pain that they cannot speak, fight, cast spells or use powers for a full day. Turning to Spirit form will ease the pain, but turning back to an Embodied form will make it return and turning to a Mortal form will cause that form to instantly die. If they make the saving throw, they are unaffected.

If a mortal is slain by the poison (either from failing their saving throw or from the 6d6 damage), their blood remains poisonous enough that it can be used as twelve doses of normal save-or-die poison; although the poisonous blood will not poison the blood of its victims in turn.

Snap

The Immortal can stretch out a body part (hair, tongue, arms, tentacles or some other part chosen when the power is chosen) to a distance of 20' and make an attack with it.

If the attack hits its target, the target is grabbed and pulled to the Immortal who can then make a normal melee attack against the victim. If the snap attack was made by surprise, the resulting melee attack does double damage.

Once the melee attack has been made, the victim is no longer grappled by the snapping body part.

Spit Poison

The Immortal may spit poison into the eyes of any target within 30'. No attack roll is needed, but the target gets a saving throw.

Mortal victims must make a saving throw *vs Poison* at a –2 penalty. If they fail then they die instantly.

If they succeed they take 3d6 damage and are blinded until cured by a *Neutralise Poison* spell cast by an Immortal.

Immortal victims must make a saving throw *vs Physical Attacks*. If they fail they take 3d6 damage and are blinded for 2d10 rounds or until they receive a *Neutralise Poison* spell. If they succeed then the attack has no effect.

Summon Weapons

This power may be taken more than once.

The Immortal must designate one or two weapons as their chosen weapons when they take this power. Those weapons must be hidden in a secure place on the Immortal's home plane.

At any time, the Immortal can summon one or both weapons to their hand instantly (this happens during the Statement of Intent phase in combat and does not affect initiative or actions).

If either of the weapons is dropped by the Immortal, either deliberately or accidentally, then they immediately return to their hiding place.

If either of the weapons is ever stolen from its hiding place, it may not be summoned until it is found and returned to that place.

Swoop

The Immortal can make a swoop attack while flying. This attack is treated as a *Charge* action, even though the Immortal is not mounted.

This power can only be used once every three rounds.

Thief Abilities

The Immortal gains the special abilities of a 36th level thief, with the exception of the Backstab ability.

Turn Undead

The Immortal is able to turn undead as if a 36th level cleric.

Weapon Expertise

This power may be chosen more than once.

The Immortal has the *Grand Master* level of expertise with three types of weapon chosen at the time the power is chosen.

Chapter 17: Immortals

Once characters become Immortals, they no longer have the character class (or even race) that they had in mortal life. Immortals, regardless of appearance, are a single class to themselves with thirty six levels just like any other class.

When a character becomes an Immortal, they retain the experience total that they had in life. This means that a character becoming an Immortal may begin their Immortality at a level higher than 1st.

Since the Immortal has a completely new body which is fundamentally different to that of a mortal, the player of a new Immortal character should not be surprised if some aspects of their character appear to have got *worse* since they became an Immortal. For example, a 1st level Immortal may have fewer hit points than they had as a 32nd level fighter. This appearance can be deceptive, however, since Immortals are significantly better than mortals in a number of ways and this makes direct comparisons of a single ability or score somewhat misleading.

Immortality & Death

Although the term "Immortal" is used for characters, they are not *truly* immortal. They can still die.

When an Immortal dies, they are permanently dead. There is no way to bring them back, raise them, reincarnate them, or even turn them into undead. When they're gone, they're gone.

Consequently, and somewhat ironically, Immortals tend to be far more paranoid about death than they ever were when mortal.

Loss of Worshippers

All Immortals need worshippers. Even those who wish to simply wander around having a good time rather than meddling in mortal affairs still need at least some worshippers.

Theoretically, an Immortal can survive with only a single worshipper, but most prefer to have as many worshippers as possible for safety's sake.

If an Immortal loses their last worshipper, they will immediately feel it; it is not possible for an Immortal to accidentally lose all their worshippers and not notice.

An Immortal can survive for a year without worship. After that point, they die.

Killing a Mortal Form

When an Immortal is in Mortal form, they are just as vulnerable as any other mortal creature.

However, having a Mortal form die does not kill the Immortal. When a Mortal form dies, the Immortal is immediately sent back to their home plane where they reappear in Embodied form.

The Immortal cannot leave their home plane or take on a different form (except to project a Spirit form through an *Immortal Eye* spell) for 48 hours.

Killing an Embodied Form

When an Immortal is in Embodied form, they are much tougher than any mortal. However, this form can still be killed.

If an Embodied form of an Immortal is killed while the Immortal is not on their home plane, the Immortal immediately disappears and reappears on their home plane.

The Immortal *must* immediately spend 1,000,000xp to recreate the Embodied form that just died, even if they have other Embodied forms available to them. This must be done even if doing so forces them to lose a level. If this level loss would reduce them below 1st level, then they lose their Immortality and become merely a dead mortal who can be raised or reincarnated as normal. This is the *only* way that an Immortal can lose their Immortality.

Once the Immortal has recreated the Embodied form that died, they cannot leave their home plane or take on a different form (except to project a Spirit form through an *Immortal Eye* spell) for one day per hit point they have.

Additionally, their connection with all their clerics is temporarily disrupted, and their clerics may not cast spells during this period.

If an Immortal's Embodied form is killed *while on their home plane*, the Immortal is simply dead, and all their clerics permanently lose their power.

Killing a Spirit Form

Immortals cannot be killed or harmed while in Spirit form.

However, since an Immortal that runs out of power points is forced back into Embodied form, a determined opponent can use *Power Attack* in order to drain all the power points from the Immortal and force them into a form in which they can be killed.

Level & Experience

Compared to mortals, Immortals need huge numbers of experience points to increase in level.

However, Immortals don't get experience for the same things that mortal level characters do. Immortals *never* gain experience for gaining treasure, and should only rarely—if ever, at the Game Master's discretion—gain experience for killing mortal level monsters. Doing such things are simply not significant to an Immortal.

The only experience Immortals should get for killing monsters is if the monsters pose a significant threat to the Immortals.

Instead, the vast majority of experience gained by Immortals will be for achieving plot goals. The Game Master is advised to give such rewards much more frequently in an Immortal level campaign than in a mortal level campaign, and to make them large enough that the characters will advance in level at a rate the group finds reasonable.

Immortals in their home plane are considered to be six levels higher than their actual level, to a maximum of 36th level for purposes of level-dependent abilities (e.g. Hit points and power reserve). This effective level increase does *not* change the Immortal's experience total.

Chapter 17: Immortals

Table 17-1: Immortal abilities by level

Level	Experience	Hit Dice	Hit Points	Base Attack Bonus	Skills	Armour Class	Attacks	Strike to Kill Damage	Weapon Damage	Anti-Magic	Power Reserve	Max Ability Score	Improve Ability Cost	Saving Throws			
														Spell Attacks	Physical Attacks	Mental Attacks	Power Attacks
1	3,000,000	15	75	+12	12	0	2	2d6	-	50%	300	25	100,000	20	15	18	17
2	3,250,000	16	80	+13	12	0	2	2d6	-	50%	325	25	100,000	20	15	18	17
3	3,500,000	17	85	+13	12	0	2	2d6	-	50%	350	25	100,000	20	15	18	17
4	3,750,000	18	90	+14	12	0	2	2d6	-	50%	375	25	100,000	20	15	18	17
5	4,000,000	19	95	+14	13	0	2	2d6	-	50%	400	25	100,000	20	15	18	17
6	4,500,000	20	100	+15	13	0	2	2d6	-	50%	450	25	100,000	20	15	18	17
7	5,000,000	21	110	+15	13	-1	2	2d6	-	50%	500	25	100,000	20	14	17	16
8	6,000,000	22	120	+16	13	-1	2	2d6	-	50%	600	25	100,000	20	14	17	16
9	7,000,000	23	130	+16	14	-2	2	2d6	-	50%	700	25	100,000	19	13	16	15
10	8,000,000	24	140	+17	14	-2	2	2d6	-	50%	800	25	100,000	19	13	16	15
11	9,000,000	25	150	+17	14	-3	2	2d6	-	50%	900	25	100,000	18	12	15	14
12	10,000,000	26	160	+18	14	-3	2	2d6	-	50%	1,000	25	100,000	18	12	15	14
13	12,000,000	27	180	+18	15	-4	3	3d6	+1 die	60%	1,200	50	200,000	17	11	14	13
14	14,000,000	28	200	+19	15	-4	3	3d6	+1 die	60%	1,400	50	200,000	17	11	14	13
15	16,000,000	29	220	+19	15	-5	3	3d6	+1 die	60%	1,600	50	200,000	16	10	13	12
16	18,000,000	30	240	+20	15	-5	3	3d6	+1 die	60%	1,800	50	200,000	16	10	13	12
17	20,000,000	31	260	+20	16	-6	3	3d6	+1 die	60%	2,000	50	200,000	15	9	12	11
18	22,000,000	32	280	+21	16	-6	3	3d6	+1 die	60%	2,200	50	200,000	15	9	12	11
19	25,000,000	33	300	+21	16	-7	3	3d6	+1 die	70%	2,500	75	400,000	14	8	11	10
20	30,000,000	34	330	+22	16	-7	3	3d6	+1 die	70%	3,000	75	400,000	14	8	11	10
21	35,000,000	35	360	+22	17	-8	3	3d6	+1 die	70%	3,500	75	400,000	13	7	10	9
22	40,000,000	36	390	+23	17	-8	3	3d6	+1 die	70%	4,000	75	400,000	13	7	10	9
23	45,000,000	37	420	+24	17	-9	3	3d6	+1 die	70%	4,500	75	400,000	12	6	9	8
24	50,000,000	38	450	+25	17	-9	3	3d6	+1 die	70%	5,000	75	400,000	12	6	9	8
25	55,000,000	39	500	+26	18	-10	4	4d6	+2 dice	80%	5,500	100	800,000	11	5	8	7
26	60,000,000	40	550	+27	18	-10	4	4d6	+2 dice	80%	6,000	100	800,000	10	5	8	7
27	70,000,000	41	600	+28	18	-11	4	4d6	+2 dice	80%	7,000	100	800,000	9	4	7	6
28	80,000,000	42	650	+29	18	-12	4	4d6	+2 dice	80%	8,000	100	800,000	8	4	7	6
29	90,000,000	43	700	+30	19	-13	4	4d6	+2 dice	80%	9,000	100	800,000	7	3	6	5
30	100,000,000	44	750	+31	19	-14	4	4d6	+2 dice	80%	10,000	100	800,000	6	3	6	5
31	110,000,000	45	800	+32	19	-15	4	4d6	+2 dice	90%	11,000	100	1,600,000	5	2	5	4
32	120,000,000	46	900	+33	19	-16	4	4d6	+2 dice	90%	12,000	100	1,600,000	5	2	5	4
33	130,000,000	47	1,000	+34	20	-17	4	4d6	+2 dice	90%	13,000	100	1,600,000	5	2	5	4
34	140,000,000	48	1,250	+35	20	-18	4	4d6	+2 dice	90%	14,000	100	1,600,000	5	2	5	4
35	150,000,000	49	1,500	+36	20	-19	4	4d6	+2 dice	90%	15,000	100	1,600,000	5	2	5	4
36	160,000,000	50	2,000	+37	20	-20	4	4d6	+2 dice	90%	16,000	100	1,600,000	5	2	5	4

Spending Experience

Unlike mortals, Immortals have various powers and spells that they must spend experience points to use. They are literally powering these abilities by using up their own life force.

If spending experience points in this manner would reduce an Immortal's level, the Immortal cannot spend the experience and cannot use the power or spell.

The only exception to this is if an Immortal is the victim of the *Leech* power (see *Chapter 16: Questing for Immortality* for details). Experience drained by this power may reduce an Immortal's level; although the Immortal can never be drained below 3,000,000 experience (i.e. they can never be drained below 1st level) even by this means.

Power Reserve

In addition to being able to spend experience points to use powers, Immortals also have a *Power Reserve*. This is a pool of points that can be spent on minor or temporary powers and abilities.

An Immortal's power reserve refreshes after a night's rest, and any power points left unused are wasted.

If an Immortal spends their entire power reserve, and has no more power points remaining, they are left in an exhausted state. If not already in Embodied form, they immediately switch to their first Embodied form, and can not leave that form until they have power points once more.

Additionally, all movement speeds are halved, as is unarmed damage; and the Immortal has a –4 penalty on all saving throws.

This condition lasts until the Immortal has had a chance to sleep and regain their power points back up to their normal power reserve level.

Forms & Abilities

Immortals have a variety of special abilities. Unless specified otherwise, the following abilities can be used only when the Immortal is in Embodied Form. Changing between forms normally takes a round, during which the Immortal is treated (for the purposes of being attacked or other potentially damaging situations) as being in the least vulnerable of the forms.

In either Mortal or Spirit form, the Immortal only has a subset of these abilities, as detailed below.

Mortal Form

When in Mortal form, the Immortal as no special abilities, other than the ability to change from that Mortal form back into Spirit or Embodied form. An Immortal in Mortal form simply *is* mortal for all intents and purposes.

No magical detection—not even the *ESP* spell or other forms of telepathy—can detect that the Mortal form is anything other than a mortal.

Any equipment that was created as part of the mortal form vanishes when the Immortal changes back to Spirit or Embodied form, although mundane items carried by the Mortal form do not disappear in this manner.

When an Immortal is slain while in Mortal form, they are immediately banished back to their home plane, where they take on Embodied form. The Immortal can neither leave their home plane nor take on a different form for 48 hours.

The particular Mortal form that was killed no longer exists, although there is nothing to stop the Immortal creating a new identical form if they wish.

Spirit Form

When in Spirit form, an Immortal is insubstantial and can travel freely through any mundane substance or any substance created by mortal level magic. This also means that the Spirit form cannot interact with the mundane world in any way. For example, it cannot pick objects up or attack creatures.

The Spirit form is also completely immune to any form of damage, attack, or magic, with the exception of the Immortal spells *Probe* and *Power Attack*. The Immortal gets normal *Anti-Magic* checks and saving throws against these spells while in Spirit form.

The Spirit form is always translucent and it glows gently (with a strength anywhere from a candle to a campfire) and cannot be made to appear invisible or solid, but the Immortal may change the shape of their Spirit form at will.

The most common shapes for Immortals using spirit form to take are:

- ►A ball of light
- ►A transparent version of their Embodied form
- ►A glowing version of the holy symbol used by their religion

An Immortal in Spirit form may change to either Embodied form or Mortal form.

An Immortal in Spirit form may not use any Immortal level spells with the exception of the *Power Attack*, *Probe*, and *Probe Shield* spells.

An Immortal in Spirit form may not use mortal level magic, with the exception of movement and travel spells such as *Teleport*, *Travel*, *Dimension Door* and so on. While in Spirit form, the Immortal may use such mortal movement or travel spell at will, as often as they like; and if the spell has variable effects based on the level of the caster then the Immortal is treated as a caster with a level equal to twice their hit dice.

Without using such spells, an Immortal in Spirit form can fly at 240' per round while paying attention to their surroundings.

If the Immortal is in a hurry and not worried about noticing details around them, they can fly at 24 miles per round or even *Voidspeed*.

Immortals in Spirit form do not need to eat, drink or breathe; in fact they are incapable of doing these things as they have no physical presence. This lack of physical presence also means that the Immortal does not have a gravity or air envelope when in the void or in the luminiferous aether.

Finally, while in Spirit form an Immortal can speak and understand any language, and can speak telepathically with any creature. The Immortal can also control the dreams of all dreaming mortal creature sleeping within 180' of the Immortal's Spirit form, and can do this to mortals on the *Prime Plane* while the Spirit form of the Immortal is on the *Ethereal Plane*.

Immortal Abilities

The abilities that follow are all based on the Immortal being in Embodied form. Some of them may be used in other forms, in which case they will include this in their description.

Hit Dice & Hit Points

Immortals have a number of hit dice based on their level (see *Table 17-1*). However, the Immortal's hit points are based directly on their level rather than on their hit dice. An Immortal does *not* get to add their Con bonus to this hit point total.

Immortals heal quicker than mortals do. An Immortal regains 1d4 hit points per day, or 1d8 hit points per day if resting.

The hit dice of an Immortal are used to determine their effective level when casting mortal level spells.

Attack Bonus & Weapon Feats

As with mortal characters, an Immortal character has a base attack bonus based on their level.

Immortals have *Basic Proficiency* with all weapons and attacks, and have no restrictions on the weapons that they are allowed to use. Immortals do not normally gain extra weapon feats, but may have higher proficiency levels in some weapons because they have chosen the *Weapon Expertise* power as part of their Embodied form.

Skills

First level Immortals start with a number of skill points equal to 12 plus their Int bonus, and this increases to a maximum of 20 plus their Int bonus at 36th level. Skills for Immortals work in exactly the same way as skills for mortals. However, the higher ability scores of Immortals can sometimes make skill and ability checks unnecessary unless there are very large penalties to the effective ability score.

While most physical skills can only be used in Embodied form, some mental or social skills can also be used in Spirit form.

Armour Class & Defences

The armour class of an Immortal in Embodied form works just like that of a mortal creature, and it is modified by Dex bonus in exactly the same manner.

However, the armour class of an Immortal is not modified by armour and shields that are worn unless they are magical; in which case only the magical bonuses apply, not the base armour class normally granted by the armour.

In addition to their armour class, Immortals in Embodied form have further defences against mundane damage.

In the case of physical damage done by mortals, Immortals in Embodied form are only hurt by +5 weapons or better. Even then, the Immortal takes only minimum damage from each attack. If a mortal attacks an Immortal with a *Smash* attack (see *Chapter 10: Combat* for details), the mortal does not add their entire strength to the damage done—they only add their strength *bonus* instead.

Physical attacks from other Immortal level creatures do full damage to an Immortal in Embodied form, unless the Immortal can make a saving throw *vs Physical Attacks*. If this saving throw is successful, the Immortal only takes half damage from the attack.

Attacks & Damage

Immortals who are in Embodied form may make more than one attack per round, as shown on *Table 17-1*.

Like mystics, Immortals may strike to kill in unarmed combat in order to do more damage instead of having the chance to stun or knock out opponents. The strike to kill damage done by Immortals is listed on Table 17-1. As with mystics, they must choose whether to strike to kill or to stun during the statement of intent at the beginning of a round.

Additionally, Immortals of 13th level and higher do additional damage when striking with weapons. This damage is based on the type of damage normally done by the weapon at the Immortal's level of expertise with that weapon, and this increased damage *does* apply to unarmed strikes to stun, but *does not* apply to unarmed strikes to kill.

Anti-Magic

Immortals in their Embodied form are completely immune to all mortal level magic cast by mortals, including such magical effects as dragon breath from mortal level dragons and energy drain from mortal level undead.

This immunity stretches to the *magical* creations of existing mortal level spells. For example an Immortal can walk straight through a mortal level *Force Field* spell. However, it does not stretch to the *mundane* non-magical creations of such spells.

An Immortal cannot see or walk through a *Wall of Stone* cast by a mortal.

Additionally, Immortals in Embodied form have partial immunity to mortal level magic cast by other Immortals. See *Chapter 18: Monsters* for full details on how Anti-Magic works.

Even if a spell cast by an Immortal level caster gets through the Immortal's anti-magic, the Immortal may still make a saving throw versus that spell where applicable. If the spell is mind-affecting, the Immortal may make a saving throw *vs Mental Attacks*, otherwise the Immortal makes a saving throw *vs Spell Attacks*.

Other Immunities

Immortals in Embodied form are immune to disease, aging (including magical aging), mortal level poison, and mundane environmental effects such as fire, cold, lightning and so on.

Immortals are not immune to Immortal level poisons. However, even such powerful venoms will be delayed for a number of rounds equal to the Immortal's constitution bonus before taking effect; hopefully giving the Immortal chance to cast a *Neutralise Poison* or similar before it is too late.

While in Embodied form, Immortals do not need to breathe, eat or drink—although they can do all three for pleasure if they choose. Similarly, Immortals in Embodied form are incapable of siring children, but can have sex for pleasure.

Table 17-2: Immortal Level Spells

Lesser Spells	Greater Spells
Conceal Magical Nature	Bestow
Create Mundane Object*	Create Artefact
Detect Immortal Magic	Create Embodied Form
Hear Prayers	Create Mortal Form
Immortal Eye	Create Mundane Object*
Increase Spell Duration	Create Species
Power Attack	Grant Power
Prepare Mortal Magic	Improve Ability
Probe	Invest Cleric
Probe Shield	Shape Reality
Reduce Saving Throw	Transform

* Can be cast as either a Lesser Spell for temporary effect or a Greater Spell for permanent effect

Aura & Awe Attacks

The Embodied form of an Immortal always radiates an aura of power. This aura glows with a strength anywhere from that of a candle to that of a bonfire at the Immortal's whim.

Once per round (as an action), an Immortal in Embodied form can cause their aura to flare up. This will affect a number of mortal creatures equal to the Immortal's Int and Wis bonuses added together; providing all the targets are within 60' of the Immortal. Mortal creatures with no mind (such as unintelligent undead) *are* affected by these aura attacks.

The Immortal must decide whether the desired effect of the aura is *Terror*, *Awe*, or *Beauty*.

Terror: Each target will flee in terror for 30 minutes unless they can make a saving throw *vs Spells*. If the target is cornered, they will cower and fight only to defend themselves.

Awe: Each target will stand paralysed for 30 minutes unless they can make a saving throw *vs Spells*.

Beauty: Each target will consider the Immortal to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

All targets get a saving throw *vs Spells* to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's intelligence:

0 Int = Save every 240 days
1 Int = Save every 180 days
2 Int = Save every 120 days
3 Int = Save every 90 days
4-5 Int = Save every 60 days
6-8 Int = Save every 30 days
9-12 Int = Save every 15 days
13-15 Int = Save every 7 days
16-17 Int = Save every 3 days
18 Int = Save every 24 hours
19 Int = Save every 8 hours
20 Int = Save every 2 hours
21-29 Int = Save every 20 minutes
30+ Int = Save every 2 rounds

If the Immortal behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

Movement

An Immortal in Embodied form can walk or swim at 50' per round.

Immortals can also naturally fly at 120' per round when in Embodied form, regardless of whether or not that form has wings.

Senses and Communication

While in Embodied form an Immortal can speak and understand any language, and can speak telepathically with any creature.

Immortals in Embodied form possess *Heatvision* like that of dwarves and elves, although they do not possess the other enhanced senses of those races unless they chose their Embodied form to have the *Detection Suite* power.

Immortal Level Spellcasting

While in Embodied form, Immortals can cast powerful Immortal level spells. All Immortals can cast all of these spells, and there is no need to prepare them in advance.

There is no limit to how often an Immortal in Embodied form can cast any of these spells other than their cost in experience and power points.

Immortal Level Spells

These spells may only be cast by Immortals while in Embodied form. These spells are not stored in spell books and it is not possible to write these spells onto scrolls or make magic items that duplicate their effects.

Immortal Level Spells can be either *Lesser* or *Greater*. Lesser spells generally have temporary effects and cost the Immortal power points to cast; whereas greater spells generally have permanent effects and cost the Immortal experience points to cast.

None of these spells can be *Dispelled* by either mortal or Immortal casters.

Bestow (R)

Greater Immortal Spell
Cost: 50,000xp per ability bestowed
Range: 60'
Duration: Permanent

The *Bestow* spell grants one or more permanent abilities to a mortal creature. An ability can be either a +1 bonus to an ability score or the equivalent of a mortal spell between 1st and 7th level having been cast on the mortal and made permanent by a *Permanence* spell. However, unlike an actual *Permanence* spell, this bestows the power on the mortal as an innate ability which cannot be dispelled.

Reverse: *Diminish* removes one or more abilities from a mortal creature. An ability can be one granted by this spell or an innate ability such as *Heatvision*, or it can result in a –1 penalty to one of the mortal's ability scores.

The mortal gets a saving throw *vs Spells* with a –2 penalty in order to avoid the effects of a *Diminish* spell.

Conceal Magical Nature

Lesser Immortal Spell
Cost: 10pp
Range: 60'
Duration: One year, or until item used

This spell will cause a single magical object (including an artefact) to fail to show up on *Detect Magic*, *Detect Evil*, *Know Alignment*, and *Truesight* spells.

This concealment of the item's magical nature will last for one year or until the item is used; at which point this spell is cancelled and the item's magical nature will become apparent once more.

This spell does not work on living creatures, and multiple castings are not cumulative in duration.

Create Artefact

Greater Immortal Spell
Cost: Varies
Range: Touch
Duration: Permanent

This spell creates an artefact—an extremely powerful magical item.

See *Chapter 20: Artefacts* for more details about the creation and use of artefacts.

Create Embodied Form

Greater Immortal Spell
Cost: 1,000,000xp
Range: 10'
Duration: Permanent

This spell creates a new Embodied form for either the caster or for a willing target within 10'.

The new Embodied form can have any combination of four Embodied form powers, and will look like the caster wishes. See *Chapter 16: Questing for Immortality* for details on Embodied form powers.

When cast on a mortal with fewer than 3,000,000 experience points, this spell will fail. If the mortal has at least 3,000,000 experience points then casting this spell on them will make them become an Immortal with the same number of experience points that they had as a mortal; and whose home plane is the plane on which this spell was cast on them.

If cast on an Immortal (usually the caster themselves), this spell will give them an additional Embodied form which may look different and have different powers to their existing form.

An Immortal can have as many Embodied forms as they like, and may change freely between them taking a round to do so.

Create Mortal Form

Greater Immortal Spell
Cost: 50,000xp
Range: Caster
Duration: Permanent

This spell creates a new Mortal form for the caster.

The new Mortal form can be of any race, class or monster species; but its abilities are limited to those that a normal member of that race, class or monster species would have.

Once created, the Mortal form lasts indefinitely (although it may age as a normal member of its race or class if the caster chooses so at the time of casting) until slain. A Mortal form cannot be *Raised* or *Reincarnated*. The caster may shift away from the Mortal form and then shift back to it at a later time without needing to cast this spell again, and the Mortal form will have aged appropriately if the caster chose for it to do so.

The caster can, of course, simply create a new Mortal form that is identical to a previous one in order to give the appearance of restored youth to an aged one or give the appearance that a dead one has been *Raised*.

The caster may cast *Create Mundane Object* in conjunction with this spell in order to create clothing and equipment for their new Mortal form.

Any equipment created in this manner will disappear when the caster shifts to a different form and reappear when the caster shifts back to the Mortal form.

An Immortal can have as many Mortal forms as they like, and may change freely between them taking a round to do so.

Create Mundane Object

Greater Immortal Spell
Cost: 1xp per 1gp value of the object
Range: 10'
Duration: Permanent

This spell creates a mundane object out of nothingness. It can create any non-magical object or any magic item; but can not create artefacts.

This spell can create complex items such as buildings complete with fixtures and fittings, providing the Immortal pays for the total value of the object.

If the Immortal chooses, they can make temporary items that disappear after either 24 hours or when the Immortal switches out of Embodied form whichever comes sooner. Temporary items do not cost experience points to create, but cost 1 power point per 10,000gp of value created (rounded up).

Create Species

Greater Immortal Spell
Cost: Varies
Range: 10'
Duration: Permanent

Each casting of this spell creates a single creature, which may be intelligent.

The creature created does not have to be from an existing species or race; the Immortal can simply invent a new species by casting this spell, and if they cast the spell repeatedly to create the same type of creature they can create a breeding population of this new species.

It is up to the Game Master (and the actions of the Immortal in protecting, teaching and guiding their new species) to determine whether the new species will thrive or die out. This is how many of the humanoid species in the world started.

The Immortal has no direct control over creatures created by this spell, but they will usually be grateful for existence and worship the Immortal.

This spell costs the Immortal 100,000 experience points to cast, plus an additional 100,000 experience points for each special ability of the creature created. At the Game Master's discretion, having a high number of hit dice may count as one or more special abilities in its own right.

Intelligent creatures created by this spell cannot take on human character classes, but can potentially become sorcerers or shamans.

The player and Game Master may optionally create a custom racial character class for the new species, similar to the racial character classes that exist for dwarves, elves and halflings.

Detect Immortal Magic

Lesser Immortal Spell
Cost: 10pp
Range: One astronomical body on the Prime Plane
Duration: 1 Day

This spell will scan one astronomical body (on the Prime Plane only) for Immortal activity. A particularly large or complex astronomical body may require more than one *Detect Immortal Magic* spell to cover it, at the Game Master's discretion.

Each round that an Immortal is on the planet in Embodied form, there is a 5% cumulative chance that this spell will detect their presence. If the Embodied Immortal uses spells then this becomes a 10% cumulative chance per round. There is also a 1% cumulative chance per round that this spell will detect the active use of an artefact.

The spell will not reveal the identity of the Immortal, or even whether it was triggered by an Immortal or an artefact, but it will reveal the location that the Immortal power was detected at.

In most campaign settings, the major planets where the campaign takes place will normally have some kind of rules set up by the most powerful Immortals that prohibit direct Immortal activity except for particular prescribed activities (such as investing clerics or sending omens to worshippers). This is for the safety of those living on the planet, because it is relatively simple for a dispute between Immortals to destroy huge areas of civilisation. Of course, not all Immortals will obey such rules, so there is often a council of high level Immortals on "guard duty" using this spell to monitor events and prepared to step in and stop any unauthorised direct meddling.

This spell will *not* detect Immortals in Spirit form, nor will it detect Immortals in mortal form.

Grant Power

Greater Immortal Spell
Cost: Varies
Range: Touch
Duration: Permanent

This spell allows the Immortal so simply give away experience points.

The Immortal can spend any number of experience points when casting this spell (providing they can afford to spend them without losing a level).

The target of the spell will gain the same number of experience points that the Immortal has spent.

The experience can be given to a mortal, or it can be given to another Immortal who has fewer experience points than the caster. However, it cannot give enough experience points to bring the target's experience total higher than the caster's.

This spell may only be cast once per experience level. Once an Immortal casts *Grant Power*, they can not cast it again until they have increased in level.

Hear Prayers

Lesser Immortal Spell
Cost: 5pp
Range: Everywhere
Duration: 30 minutes

This spell allows the Immortal to hear all prayers that were made to them over the previous day.

It does not grant the Immortal any special ability to answer those prayers, but most Immortals are aware that the occasional intervention is a great way to keep worshippers loyal.

This spell is also an ideal way for an Immortal to keep up to date on the actions of their agents and minions—assuming those minions report those actions in prayer.

Immortal Eye

Lesser Immortal Spell
Cost: 5pp
Range: Anywhere
Duration: 1 hour

This spell allows the Immortal to create an invisible magical eye in any location that they have previously visited, whether on the same plane or a different plane. The eye is detectable by a *Detect Magic* spell cast in its location, but is will not show up on a *Detect Immortal Magic* spell directed at the location.

The caster can move the eye at a speed of 240’ per round by concentrating, and when they stop concentrating the eye will remain in place. At the end of the spell’s duration, the caster can spend an additional 5 power points in order to extend it for another hour.

If the caster concentrates for ten minutes, they can cause their Embodied form to fall into a trance, and their Spirit form to appear in the eye’s location. This is the only time at which an Immortal can have more than one form simultaneously.

The Spirit form can stay at the eye’s location until the duration of the spell runs out, and cannot shift to a different form or move from that point (although it can be moved by the caster concentrating in order to move the eye itself), but it can communicate with people or enter into people’s dreams as normal.

Improve Ability

Greater Immortal Spell
Cost: See *Table 17-1*
Range: Caster
Duration: Permanent

This spell permanently improves one of the ability scores of the caster. The score is improved in all Embodied forms (and in the case of mental ability scores, also in Spirit form).

The cost to improve an ability score and the maximum value to which an ability score can be raised depend on the caster’s level, and can be found on *Table 17-1*.

Increase Spell Duration

Lesser Immortal Spell
Cost: 1pp per increase
Range: -
Duration: -

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, the mortal level spell will have its duration extended by an amount equal to its normal duration.

If the caster spends 1pp on this spell, for example, the mortal spell it is cast with will have its duration doubled. If the caster spends 2pp, the mortal spell it is cast with will have its duration tripled. If the caster spends 3pp, the mortal spell it is cast with will have its duration quadrupled. And so forth.

Both this spell and the *Reduce Saving Throw* spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other Immortal level spells.

Invest Cleric (R)

Greater Immortal Spell
Cost: 50,000xp
Range: Touch
Duration: Permanent

This spell will either turn a willing human mortal into a cleric of the caster or a willing non-human mortal into a shaman of the caster. If the target already has a character class then this class is lost and replaced with the cleric class.

The mortal neither gains nor loses experience, so a normal commoner will become a first level cleric with no experience points but an experience adventurer may become a higher level cleric with the same amount of experience points that they had in their previous class.

Reverse: *Excommunicate Cleric* removes the clerical, druid or shaman class from a mortal worshipper of the caster.

The target of the spell immediately loses their cleric class and becomes fighter with the same amount of experience points that they had in the cleric class.

There is no saving throw against this excommunication, but it can only be used on clerics or shamans who are worshippers of the caster (or druids who are former worshippers of the caster). It cannot be used to neutralise the clerics or shamans of rivals.

Power Attack

Lesser Immortal Spell
Cost: 2pp per 1d6 of attack
Range: 720’
Duration: Instantaneous

This spell can only be cast on other Immortals or Exalted beings.

The caster can spend up to two power points per level when casting the spell. The spell automatically hits its target, although the target’s anti-magic does apply and may stop the spell from working.

The target loses 1d6 power points per 2 power points used to cast the spell. If the target makes a saving throw *vs Power Attacks* then they only take half damage.
This spell has no effect on creatures who do not have a power reserve.

This spell can be cast both by and against Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic*.

Prepare Mortal Magic

Lesser Immortal Spell
Cost: Varies
Range: Caster
Duration: 1 Day

This spell allows the caster to cast mortal level spells for the rest of day as if they had prepared them. This spell can be cast at any time, but only once per day.

When casting this spell, the caster decides how many mortal level spells they wish to cast, and must spend power points accordingly.

For 1 power point per two levels desired, the caster can prepare a number and type of spells equivalent to a cleric, druid or magic-user of that level. For example an Immortal could spend 10 power points (7+3) to prepare the same number and type of spells that a 14th level magic-user and a 6th level cleric can prepare each day.

Alternately, for 25 power points the caster can cast any number of druid/cleric spells for the rest of the day without needing to prepare them in advance, or for 50 power points the caster can cast any number of magic-user spells for the rest of the day without needing to prepare them in advance.

These options can be mixed, so the caster could spend 30 power points (25+5) to cast any number of druid/cleric spells plus a number of magic-user spells equivalent to a 10th level magic-user. Most Immortals simply spend 75 power points at the beginning of each day to be able to cast any mortal spell any number of times during the day.

In any of the above cases, the mortal level spells cast by the Immortal are cast as if by a spell caster of equal level to the Immortal's hit dice; and any saving throws that mortals make against them are made at a –2 penalty unless the individual spell specifies otherwise.

When casting mortal level spells, an Immortal caster does not need to speak or gesture, and cannot have these spells disrupted by being hit before their initiative.

Probe

Lesser Immortal Spell
Cost: 5pp
Range: 720'
Duration: Instant

This spell can be cast on any creature, including another Immortal, and gives the caster information about that creature. There is no saving throw against the spell, and anti-magic does not apply.

The spell informs the caster of the level, hit dice, power points, hit points, and anti-magic of the creature (which, of course, will also inform the caster indirectly whether the creature is mortal or Immortal).

The spell will also inform the caster of the name of the target, although this additional information can be blocked by the target's anti-magic or by the target making a saving throw (*vs Spells* at a –2 penalty in the case of mortals, or *vs Spell Attacks* in the case of Immortals).

When cast at an Immortal who is in Mortal form, this spell only reveals the details (including name) of that Mortal form, not the details and name of the Immortal.

This spell can be cast both by and against Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic.*

Probe Shield

Lesser Immortal Spell
Cost: 5pp
Range: Caster
Duration: 10 Minutes

This spell makes the caster immune to the *Probe* spell. Anyone casting the *Probe* spell at the caster during the duration of this spell will only detect that the *Probe Shield* is active and will get no other information—although they may infer from the presence of the *Probe Shield* that the caster is an Immortal.

This spell can be cast by Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic.*

Reduce Saving Throw

Lesser Immortal Spell
Cost: 1pp per –1 penalty per target
Range: -
Duration: -

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, one mortal target of the mortal level spell will get a –1 penalty on its saving throw against the spell.

If the caster spends 5pp on this spell, for example, a single mortal could be given a –5 penalty. If the caster spends 15pp, a single mortal could be given a –15 penalty or one mortal could be given a –10 penalty and a second one given a –5 penalty, or fifteen mortals could be given a –1 penalty each. And so forth.

Both this spell and the *Increase Spell Duration* spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other Immortal level spells, and cannot penalise the saving throws of Immortal level creatures.

Shape Reality

Greater Immortal Spell
Cost: Varies
Range: Special
Duration: Permanent

This spell allows the Immortal to reshape reality. The spell can be used to create or move astronomical bodies, planes or even crystal spheres. A group of Immortals can cast this spell together, sharing the experience cost of the casting equally between them.

Create a Body: This spell can be used to create an astronomical body of any size. The body must be created on the Prime Plane within a Crystal Sphere.

The body can be of any of the four basic types (Gaseous Body, Solid Body, Radiating Body, Liquid Body), and will take on an orbit of the caster's choosing either around the centre of the Crystal Sphere or around an existing body in the sphere.

It is possible to create a stationary body in the exact centre of a sphere with this spell.

When a body is created using this spell, four equivalent bodies are also created in the four Elemental Planes and an ethereal copy of the body is created in the Ethereal Plane. See *Chapter 15: Out of This World* for details on how the Elemental and Ethereal planes work.

The orbit of the body created must not take it more than half way from the centre of the sphere to its edge.

When created, a body will have no plant or animal life, although such life can be taken there. It will, however, be created with an air and gravity envelope of its own.

When an Immortal uses this spell to create a body, they will become aware of the danger of the body colliding with other bodies, and therefore no Immortal will accidentally cause such a collision by using this spell. However, a malicious Immortal could use this spell to deliberately set up a collision if they desired.

The bodies created by this spell will normally be spherical, but the caster may create them in other shapes such as rings or flat discs if they desire.

The cost to create a body depends on the size of the body:

Asteroid (50mi radius) = 50,000xp
Small Moon (500mi radius) = 100,000xp
Large Moon (1,000mi radius) = 200,000xp
Small Planet (2,000mi radius) = 400,000xp
Medium Planet (4,000mi radius) = 600,000xp
Large Planet (10,000mi radius) = 800,000xp
Small Sun (100,000mi radius) = 1,200,000xp
Large Sun (500,000mi radius) = 1,400,000xp
Unusual Shape = +200,000xp

Move a Body: The spell can also be used to move an existing astronomical body. Moving an existing body has the same rules as creating one—the body must be moved to an orbit around the centre of the sphere or around an existing body, and the Immortal cannot accidentally create a situation where two bodies will collide.

The Elemental and Ethereal equivalents of the body are moved with it.

This spell can not move a body out of the Crystal Sphere that contains it. Nor can it move a body out of the Prime Plane.

The cost to move a body depends on its size:

Asteroid (50mi radius) = 10,000xp
Small Moon (500mi radius) = 20,000xp
Large Moon (1,000mi radius) = 40,000xp
Small Planet (2,000mi radius) = 80,000xp
Medium Planet (4,000mi radius) = 120,000xp
Large Planet (10,000mi radius) = 160,000xp
Small Sun (100,000mi radius) = 240,000xp
Large Sun (500,000mi radius) = 280,000xp

Create a Celestial Sphere: An Immortal with enough experience to spend can use this spell to create an empty Celestial Sphere. The Immortal must be in the Luminiferous Aether to use this function of the spell.

There is no chance of the new sphere colliding with an existing sphere, since the spheres will repel each other.

The newly created sphere can be from 3-9 billion miles in radius, and will be full of void and contain no astronomical bodies, although it will have stars embedded in it. However, creating the sphere will also create a matching set of inner planes (Elemental Planes of Air, Earth, Fire and Water; and an Ethereal Plane).

If the Immortal is not in an existing river of aether when they cast this spell, a bi-directional river will spontaneously form to connect the new sphere to the nearest other sphere, and there is a 25% chance that a bi-directional river will also form to connect the new sphere to another "nearby" sphere at the Game Master's discretion.

If the Immortal is in an existing river of aether connecting two existing spheres when they cast this spell, roll 1d8 and interpret the results as follows:

1-4 = Bi-directional rivers form to both existing spheres. The old river between the existing spheres still exists.

5-6 = Single direction rivers form to one of the existing spheres and from the other (chosen randomly). The old river between the existing spheres still exists.

7 = A bi-directional river forms to one of the existing spheres (chosen randomly). The old river between the existing spheres still exists.

8 = The existing river is split into two rivers, each of which keeps the direction of flow that it had before the sphere was created. It is no longer possible to travel directly between the two existing spheres without going via the new sphere.

Creating a Celestial Sphere costs 6,400,000 experience points.

Create an Outer Plane: An Immortal who is inside a Celestial Sphere (or inside any of the inner or outer planes attached to that sphere) can use this spell to create a new Outer Plane.

The new plane will be anchored at the Immortal's current location. If this location is on an orbiting astronomical body, the anchor point of the plane will stay is position relative to the rotation and movement of the body. See *Chapter 15: Out of This World* for more details on outer planes and their anchor points.

The plane will always be roughly spherical, and the geographic edge of the plane is similar to the crystal of a Celestial Sphere, except that it is not possible for anything to move through the crystal in any way.

The cost to create an outer plane depends on the size of the plane:

Dwelling = 200,000xp
Town = 300,000xp
Island/Asteroid = 400,000xp
Continent/Moon = 800,000xp
Planet = 1,600,000xp

The caster can choose the (initial) contents of the plane from any of the possibilities that can be chosen when altering an outer plane.

However, regardless of the options chosen, outer planes never contain *Void*. They are always full of atmosphere.

A newly created plane will not contain any plant or animal life.

Move an Outer Plane: If an Immortal is at the anchor point of an outer plane, they can cast this spell to move that anchor point. This is only possible if the plane is not the home plane of an unwilling Immortal.

When the Immortal casts this spell, the anchor point of the plane is folded up into a glowing sphere about the size of a grapefruit in the Immortal's hand.

The Immortal then moves to the location that they wish to move the anchor point to, and lets go of it. The anchor point of the outer plane is then fixed in the new location.

If the Immortal switches from their Embodied form to a different form (other than directly switching to a different Embodied form), the anchor point is immediately dropped in the current location.

The anchor point can be carried through a *Gate*, and can be transferred to another plane via the *Travel* spell or a similar ability. However, it can not be carried directly (or indirectly) into the Luminiferous Aether. Attempting to do so will cause the spell to fail and the anchor point of the plane to revert to its previous location.

Similarly, it is not possible to use this spell create a "loop" of outer planes by taking the anchor point into the plane that is being moved or into any plane that is anchored (directly or indirectly) onto that plane. Attempting this will also cause the spell to fail and the anchor point of the plane to return to its previous location.

While the anchor point of the plane is being carried, it cannot be crossed using *Travel* spells or similar abilities. Gates to and from the plane being moved remain fully functional, and *Travel* spells can still be used to pass between the plane being moved and planes that are anchored to it.

The cost to move the anchor point of an outer plane depends on the size of the plane:

Dwelling = 50,000xp
Town = 75,000xp
Island/Asteroid = 100,000xp
Continent/Moon = 200,000xp
Planet = 400,000xp

Alter an Outer Plane: An Immortal can also use this spell to alter the characteristics of an existing Outer Plane.

The plane must be either the Immortal's home plane or a plane that the Immortal created; and if the plane is also the home plane of another Immortal, that Immortal must be willing for the alteration to take place.

Each casting of the spell can alter one of the following facets of the plane:

- The basic conditions and matter can be altered to match either the Prime Plane or one of the Elemental planes.
- The magical laws of the plane can be changed to one of the following selections: *All magic works*; *All mortal-level spells are considered to be X levels higher than normal*; *Only magic cast by Immortals works*; *Only Immortal level spells work*; *No magic works*.
- The appearance of the plane and the native matter within it can be altered (e.g. Pink sky, or everything appears to be made of wood).
- The type of "body" on the plane can be changed to any one of the following types: *Air Body*, *Earth Body*, *Fire Body*, *Water Body*.
- The matter in the plane can be changed to any one of the following types: *A single round astronomical body in the centre of the plane*; *A set of tiny flat astronomical bodies floating in the plane*; *A hemispherical astronomical body filling half of the plane*.
- The gravity on the plane can be changed to any one of the following types: *Pulling in a constant "down" direction*; *Pulling towards the centre of the plane*; *Pulling towards each body the plane contains as if those bodies were in the Void*.

Note that changing the properties of an inhabited plane can be very dangerous to those inhabitants. Also, no matter how restricted the magic is on a plane, Immortals in Spirit form from can always use their equivalent of the *Travel* spell to exit the plane at its anchor point, and the *Shape Reality* spell can still be used to change the restriction on magic.

The cost to alter a single facet of a plane depends on the size of the plane:

Dwelling = 10,000xp
Town = 10,000xp
Island/Asteroid = 10,000xp
Continent/Moon = 20,000xp
Planet = 40,000xp

Transform

Greater Immortal Spell
Cost: 50,000xp
Range: 60'
Duration: Permanent

This spell changes the form of a mortal creature in a similar manner to a *Polymorph Other* spell.

However, the change is non-magical and therefore cannot be detected by a *Detect Magic* spell or undone by a *Dispel Magic* spell.

Once the change has happened, the target is a normal non-magical creature of the appropriate type. However, a *Probe* spell cast at the target will reveal their "true" pre-transform identity as well as their post-transform identity.

The caster decides whether the target keeps their old mind; has their mind changed along with their body but keeps their memories; or has their mind changed along with their body and has their memories replaced with fake ones suitable for the new body.

If the memories of the target are suppressed, the caster may optionally set a command word that will restore them.

The target may make a saving throw *vs Spells* with a –2 penalty to avoid the effect, although a willing target does not need to make this saving throw.

This spell can be used to change the race and/or class of a mortal, and it can also be used to lower the amount of experience that they have. It cannot raise the experience that the target has unless the spell is being used to restore them to their prior form.

If this spell is cast on someone who has already been transformed by a previous application of this spell, the caster can choose to revert the target back to their original form without necessarily knowing what that form is.

Part 4

Mastering The Game

Chapter 18: Monsters

The Dark Dungeons world is full of a variety of creatures, from the harmless to the terrifying.

Collectively these creatures are referred to as *Monsters*, even though some of them are mundane animals or even people. Similarly, just because a creature is referred to as a *Monster*, it doesn't necessarily mean that the creature will be hostile to the player characters. Monsters can also be allies or friends, or merely neutral or disinterested parties which may be negotiated with.

Within this chapter, monsters are described in alphabetical order, described in a standard format.

Monster Format

Each monster description contains a *Stat Block* containing some or all of the following entries:

Type:
Habitat:
Wandering Group:
Lair Group:
Move:
Armour Class:
Hit Dice:
Attack Bonus:
Attacks:
Weapon Expertise:
Power Reserve:
vs Death/Poion:
vs Wand:
vs Paralyse/Petrify:
vs Dragon Breath:
vs Rod/Staff/Spell:
Alignment:
Intelligence:
XP Value:

Type

This contains one or more keywords that describe the monster's basic type; such as "Animal", "Undead" and so forth.

Some of these keywords are merely descriptive, but many of them are relevant when it comes to the way certain spells or items work. For example, a *Protection From Evil* spell keeps out any creatures with the *Enchanted* keyword.

Habitat

This contains one or more habitats where the monster can be found, along with the monster's rarity in each of those habitats.

Wandering Group

This contains a number range which shows how many monsters of this type are typically encountered when wandering away from their lair or home. This number range is followed by a letter in parentheses, which indicates the type of treasure (see *Chapter 19: Treasure*) that each individual is likely to be carrying with them.

Lair Group

This contains a number range which shows how many monsters of this type typically live together in a shared lair or home. In the case of civilised creatures, this indicates the size of a typical village or camp, not the size of a whole city. This number range is followed by a letter in parentheses, which indicates the type of treasure (see *Chapter 19: Treasure*) that the group has *in total* in their lair, in addition to any treasure that might be carried by individuals.

Move

This shows the movement per round of the monster. If the monster has unusual forms of movement, such as being able to fly or swim, these will also be listed.

Armour Class

This shows the armour class of the monster. If there is an asterisk next to the armour class value then the monster has immunities to some attacks. See the monster description for details of such immunities.

Hit Dice

This shows the number of dice to roll in order to calculate the monster's hit points. It may include a modifier, which should be added to the hit point total. For example "3+1" indicates that the monster has 3d8+1 hit dice. This value is followed by a second number in parentheses which indicates the *average* hit points that a monster of this type will have. The hit dice total may be followed by one or more asterisks. Each asterisk indicates that the monster has a special ability that makes it tougher than a normal monster with the same number of hit dice. Monsters with asterisks are worth more experience points than normal.

If you are inventing your own monsters or modifying monsters then you will need to judge which special abilities of the monster are worth asterisks. Generally only special abilities that give the monster an offensive bonus in combat are worth asterisks, with a rough guideline to power being that each two spell levels that a creature can cast or each two levels of weapon expertise that it has is worth an asterisk and each special ability such as Energy Drain or Paralysis is also worth an asterisk.

Attack Bonus

This shows the attack bonus that the monster uses for its attacks. This may be followed by a modifier, which is the normal to-hit modifier that the monster gets on attacks. For example "+3+2" indicates that the monster attacks using attack bonus +3 and has a +2 bonus on its to-hit rolls.

The attack bonus of a monster is based on its hit dice. It has already been calculated for all the listed monsters, but if you are inventing a new monster or modifying a monster then look up the monster's hit dice on *table 18-1* in order to find out its attack bonus.

Attacks

This shows the number and type of attacks that the monster gets each round.

Chapter 18: Monsters

Unless a monster description says otherwise, all attacks are resolved on the monster's initiative, and multiple attacks may be split between valid targets. Each attack will be followed by a number range in parentheses. This number range indicates the damage done by that attack.

Weapon Expertise

Some monsters use weapons, and they can have levels of expertise in those weapons, just like player characters who have bought *Weapon Feats*. The bonuses that a monster gets for its weapon expertise are listed {*in brackets*} as part of its normal listing. These bonuses are based on the monster using its listed weapon against armed opponents.

If you wish to use a monster with weapon expertise but change the type of weapon it is using, then you can swap the bonuses for the equivalent bonuses for having the same level of weapon expertise but with the new weapon.

If you are inventing your own monsters or modifying monsters then weapon using monsters should be given a maximum level of expertise based on their hit dice,:

Up to 2+HD = Basic
3 to 5+HD = Skilled
6 to 8+HD = Expert
9 to 10+HD = Master
11HD and up = Grandmaster

Power Reserve

Some very powerful monsters have a *Power Reserve* like *Immortals* do. (See *Chapter 17: Immortals* for details about *Power Reserve* and *Power Points*).

Monsters can only spend their *Power Points* on the things listed in their description. Unless listed, they can not spend their *Power Points* on Immortal level spells.

Saving Throws

These show the monster's chances to make saving throws of each of the five different types.

The monsters listed here have their saving throw chances pre-calculated. When inventing your own monsters or modifying monsters, the saving throw chances of intelligent humanoid monsters should normally be the same as those of a character of the most suitable class to match the monster's abilities and of a level equal to the number of hit dice the monster has. Other monsters should usually have saving throw chances that are the same as those of a fighter with a level equal to half the monster's hit dice.

Some very powerful monsters have the same four types of saving throw as Immortals, rather than the normal five types. (See *Chapter 17: The Immortals* for details about Immortal defences.)

Just like Immortals, these monsters are immune to poison, disease, energy drain, aging, and magic cast by mortals, and can make saving throws *vs Physical Attacks* to take half damage from physical attacks. However, unlike Immortals they do *not* take minimum damage from mortal level physical attacks and are *not* immune to physical attacks from mortals using less than +5 weapons unless their description specifically says that they do.

Alignment

This indicates the most common alignment of this type of monster. Although this is the most common alignment for monsters of this type, individuals may have different alignments.

Only sapient creatures have an alignment. Non-sapient creatures that have no free will and behave purely based on instinct (or based on the command of another) have an alignment listed as "None".

Intelligence

This shows the average intelligence of this type of monster. In the case of sapient monsters, the intelligence of individuals will vary from this average; but in the case of non-sapient monsters this is a fixed score.

Non-sapient monsters can have an intelligence score of up to 5 if they are particularly good at problem solving—although this doesn't mean that they are the intellectual equals of sapient creatures with a similar score.

Table 18-1: Base Monster Abilities

Hit Dice	Attack Bonus	Base Experience	Experience per *
< 1	+1	5	1
1	+1	10	3
1+	+2	15	4
2	+3	20	5
2+	+3	25	10
3	+3	35	15
3+	+4	50	25
4	+4	75	50
4+	+5	125	75
5	+5	175	125
5+	+6	225	175
6	+6	275	225
6+	+7	350	300
7	+7	450	400
7+	+8	550	475
8	+8	650	550
8+	+9	775	625
9	+9	900	700
9+ to 10	+10	1,000	750
10+ to 11	+10	1,100	800
11+ to 12	+11	1,250	875
12+ to 13	+11	1,350	950
13+ to 14	+12	1,500	1,000
14+ to 15	+12	1,650	1,050
15+ to 16	+13	1,850	1,100
16+ to 17	+13	2,000	1,150
17+ to 18	+14	2,125	1,350
18+ to 19	+14	2,250	1,550
19+ to 20	+15	2,375	1,800
20+ to 21	+15	2,500	2,000
21+ to 22	+16	2,750	2,250
22+ to 23	+16	3,000	2,500
23+ to 24	+17	3,250	2,750
24+ to 25	+17	3,500	3,000
25+ to 26	+18	3,750	3,250
26+ to 27	+18	3,500	3,500
27+ to 28	+19	3,750	3,750
28+ to29	+19	4,500	4,000
29+ to 30	+20	4,750	4,250
30+ to 31	+20	5,000	4,500
31+ to 32	+21	5,250	4,750
32+ to 33	+21	5,500	5,000
33+ to 34	+22	5,750	5,250
34+ to 35	+22	6,000	5,500
35+ to 36	+23	6,250	5,750
36+ to 37	+24	6,500	6,000
37+ to 38	+25	6,750	6,250
38+ to 39	+26	7,000	6,500
39+ to 40	+27	7,250	6,750
40+ to 41	+28	7,500	7,000
41+ to 42	+29	7,750	7,250
42+ to 43	+30	8,000	7,500
43+ to 44	+31	8,250	7,750
44+ to 45	+32	8,500	8,000
45+ to 46	+33	8,750	8,250
46+ to 47	+34	9,000	8,500
47+ to 48	+35	9,250	8,750
48+ to 49	+36	9,500	9,000
49+ to 50	+37	9,750	9,250
50+ to 51	+38	10,000	9,500

Table 18-1: Base Monster Abilities (Continued)

Hit Dice	Attack Bonus	Base Experience	Experience per *
51+ to 52	+38	10,250	9,750
52+ to 53	+39	10,500	10,000
53+ to 54	+39	10,750	10,250
54+ to 55	+40	11,000	10,500
55+ to 56	+40	11,250	10,750
56+ to 57	+41	11,500	11,000
57+ to 58	+41	11,750	11,250
58+ to 59	+42	12,000	11,500
59+ to 60	+42	12,250	11,750
60+ to 61	+43	12,500	12,000
61+ to 62	+43	12,750	12,250
62+ to 63	+43	13,000	12,500
63+ to 64	+43	13,250	12,750
64+ to 65	+43	13,500	13,000
65+ to 66	+44	13,750	13,250
66+ to 67	+44	14,000	13,500
67+ to 68	+44	14,250	13,750
68+ to 69	+44	14,500	14,000
69+ to 70	+44	14,750	14,250
70+ to 71	+45	15,000	14,500
71+ to 72	+45	15,250	14,750
72+ to 73	+45	15,500	15,000
73+ to 74	+45	15,750	15,250
74+ to 75	+45	16,000	15,500
75+ to 76	+46	16,250	15,750
76+ to 77	+46	16,500	16,000
77+ to 78	+46	16,750	16,250
78+ to 79	+46	17,000	16,500
79+ to 80	+46	17,250	16,750
80+ to 81	+47	17,500	17,000
80+ to 82	+47	17,750	17,250
82+ to 83	+47	18,000	17,500
83+ to 84	+47	18,250	17,750
84+ to 85	+47	18,500	18,000
85+ to 86	+47	18,750	18,250
86+ to 87	+47	19,000	18,500
87+ to 88	+47	19,250	18,750
88+ to 89	+47	19,500	19,000
89+ to 90	+47	19,750	19,250
90+ to 91	+48	20,000	19,500
91+ to 92	+48	20,250	19,750
92+ to 93	+48	20,500	20,000
93+ to 94	+48	20,750	20,250
94+ to 95	+48	21,000	20,500
95+ to 96	+48	21,250	20,750
96+ to 97	+48	21,500	21,000
97+ to 98	+48	21,750	21,250
98+ to 99	+48	22,000	21,500
99+ to 100	+48	22,250	21,750
100+ to 101	+49	22,500	22,000
101+ to 102	+49	22,750	22,250
102+ to 103	+49	23,000	22,500
103+ to 104	+49	23,250	22,750
104+ to 105	+49	23,500	23,000
105+ to 106	+49	23,750	23,250
106+ to 107	+49	24,000	23,500
107+ to 108	+49	24,250	23,750
108+ to 109	+49	24,500	24,000
109+ to 110	+49	24,750	24,250
> 110	+49	25,000	24,500

XP Value

This shows the amount of experience points that a party should get *shared between them* for defeating a monster of this type. Note that defeating does not necessarily mean that the monster must be killed. See *Chapter 11: Getting Better* for more details about gaining experience from defeating monsters.

The monsters listed in this chapter already have experience values pre-calculated. If you are inventing your own monsters or modifying monsters then look up the monster's hit dice on *table 18-1* in order to find out its experience value.

For each hit dice over 110, simply add 250 XP plus another 250 XP per * to the monster's experience value.

Special Abilities

Some monsters have special or unusual abilities that need more detailed description than that which is provided in their individual monster text. Further details of these abilities are described in this section:

Anti-Magic

Some creatures have an *Anti-Magic* ability listed, either as a personal ability or occasionally as an area effect ability.

Anti-magic is usually listed with a percentage (e.g. "50% Anti-Magic"). In cases where it is not, assume that it is 100%.

In an anti-magic area, all existing magic has a chance of not working. Each magical effect that is brought into the area has a percentage chance equal to the anti-magic percentage of being *temporarily* suppressed while in the area and ceasing to work. Existing magic with a duration still has its duration counted while in the area, even if it is not working. Existing magic brought into an anti-magic area will resume functionality (assuming its duration has not run out) once it leaves the area.

Example: Oeric, using a +2 Sword of Flaming and under the influence of a Potion of Flying, is attacking a floating horror. The horror turns its anti-magic ray in his direction.

Since the anti-magic ray of a floating horror is not given a percentage, it is assumed to be 100% effective. Oeric's +3 Sword of Flaming goes out, and is now a normal sword. Similarly, Oeric falls to the ground as his Potion of Flying is suppressed.

Two rounds later, the floating horror looks away. Oeric's sword immediately bursts into flame again and regains its +2 bonus, and Oeric can now fly again. The two rounds that he spent unable to fly still count towards the duration of his potion.

Additionally, while in an anti-magic area, any spell cast or any magical ability used has a percentage chance of failing to work. In this case, the spell or ability will *not* suddenly kick in after the area is left, and the spell or ability *does* count as having been used for purposes of charges or uses-per-day.

If the anti-magic is a personal ability rather than an area effect, it is simpler. The creature with the ability simply has that percentage chance of being unaffected by the magic. The magic will still function normally other than not affecting the creature.

Example: Aloysius casts a Fireball spell from an artefact that he owns at a marilith and the trolls that are accompanying her. Because the fireball is from an artefact, it gets past the marilith's immunity to mortal level magic. However, her anti-magic still applies.

The marilith has a 25% anti-magic against immortal level magic, so the Game Master rolls for the fireball and gets a 12.

The fireball goes off as normal, hurting all the trolls. However, the marilith stands in the middle of it totally unaffected by the magic and totally undamaged.

Energy Drain

Some creatures, mostly undead, have the *Energy Drain* ability.

Anyone hit by an energy drain immediately loses one level or hit die.

In the case of characters, the character's experience total is lowered to the mid-point of the previous level (e.g. a 7th level character is lowered to an experience total mid way between level 6 and level 7).

For all purposes, the creature is considered to now have the lower level or hit dice.

The character or monster's attack bonus and saving throws are reduced to those of the lower level, as are the number of spells that the character can prepare. If the character has now more prepared spells than they should have, the excess are lost.

However, it is not necessary to reduce the hit points, skills, or weapon feats that a character has. Characters do not "forget" these abilities.

When a character regains lost experience levels, they only regain the things that were lost. They do *not* gain extra hit points, skills or weapon feats.

Exalted

Immortals normally only take minimum damage from mortal level physical attacks and are immune to magic cast by mortals.

Exalted monsters (monsters with the *Exalted* keyword) are not Immortal themselves, but may affect Immortals with spells and with magic as if they are Immortal.

However, Immortals may still use their anti-magic against spells cast by exalted monsters, and may still save *vs Physical Attacks* to take half damage from their physical attacks.

Spell Immunity

Some monsters are immune to low level spells, for example a lich is immune to spells of level 3 or lower.

Such spell immunity not only covers the listed spells when cast by a spell caster, but also similar abilities from items or monsters that mimic those spells.

A creature with spell immunity can voluntarily lower it in order to allow beneficial spells to affect them, but it is an all-or-nothing lowering of the immunity and while it is lowered, any spell or spell like effect that it normally covers is allowed through.

Undead Lieges

With the exception of mindless skeletons and zombies, undead creatures can control lesser undead creatures.

An undead with three or more hit dice can try to take control of lesser undead in the same way that clerics can try to turn undead.

Normally, an undead creature can only try to take control of a lesser undead if it has at least twice as many hit dice (or levels in the case of a lich) as the lesser undead. *Table 18-2* gives the chance of controlling the lesser undead based on the hit dice of the liege. Roll 2d6, and if you roll equal to or greater than the listed number then the liege has successfully taken control of the lesser undead.

Undead lieges that can cast spells add +2 to their rolls, and if the lesser undead is already the minion of a different undead liege, then the liege will immediately recognise this and will get a –4 penalty to the roll.

If *table 18-2* shows a 'C' rather than a number, then taking control is automatically successful.

There are two exceptions to this rule.

Firstly, any undead that creates creatures similar to itself by draining the life from victims (e.g. a spectre or a vampire) can automatically take control of those new undead as soon as they rise, even though they have more than half the number of hit dice that the liege has.

Secondly, if an undead creature has the power to summon other undead, the summoned undead are automatically controlled by the liege, even if they have more than half its hit dice.

In any of these situations, an undead liege may only control lesser undead with a *total* number of hit dice less than or equal to double its own hit dice or level. However, an undead liege can release previously controlled minions in order to make room for the new ones.

Table 18-2: Controlling Undead by Liege Hit Dice

Hit Dice	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Phantom	Haunt	Spirit
3-4	7	9	11	-	-	-	-	-	-	-	-
5-6	5	7	9	11	-	-	-	-	-	-	-
7-8	3	5	7	9	11	-	-	-	-	-	-
9-10	C	3	5	7	9	11	-	-	-	-	-
11-13	C	C	3	5	7	9	11	-	-	-	-
14-16	C	C	C	3	5	7	9	11	-	-	-
17-19	C	C	C	C	3	5	7	9	-	-	-
20-23	C	C	C	C	C	3	5	7	11	-	-
24-27	C	C	C	C	C	C	3	5	9	11	-
28-32	C	C	C	C	C	C	C	3	7	9	11
33+	C	C	C	C	C	C	C	C	5	7	9

Undead that are the minions of a liege can themselves be lieges with minions of their own. For example, a lich could be a liege with a spectre minion, and the spectre itself could be the liege of a number of skeleton minions.

An undead liege has a telepathic link to all of its minions and can talk to them at will. It can also see and hear through any of its minions' senses by concentrating. If the liege desires, it can totally control the actions of its minions (no saving throw is allowed) to the extent of forcing them to kill themselves.

This link and control only extends as far as the direct minions of a liege. In the example above with the lich and the spectre, the lich could see through the eyes of the spectre and control it, but cannot see through the eyes of the skeletons or control them. The closest it can manage is to command the spectre to relay commands to the skeletons.

Monster Leaders

Many humanoid monsters live in tribes or clans, and are led by their strongest members.

These particularly powerful chieftains (and their bodyguards and enforcers) should be given one to three more hit dice than the listed value for the monster type.

Remember that when giving monsters extra hit dice in this way, this will change their Attack Bonus and may change the level of proficiency that they have with their chosen weapons.

Shamans & Sorcerers

Some monsters are capable of spell casting by becoming either shamans or sorcerers. In these cases, the individual monster descriptions will say what level of spell casting such monsters can achieve.

The levels given are the *maximum* levels that the monster type can achieve, and not all sorcerers or shamans will be that level.

Shamans and sorcerers are tougher than their normal counterparts. For each level of shaman or sorcerer casting ability, the monster gains two additional hit points. These extra hit points can take the monster over the normal maximum for its hit dice.

The extra hit dice do not increase the Attack Bonus of the monster, nor do they give it extra proficiency with their chosen weapons.

See *Chapter 7—Spells & Spell Casting* for details of shaman and sorcerer spells and how they acquire and cast them.

Chapter 18: Monsters

Adamant

Type:	Exalted Extraplanar Construct
Habitat:	Extraplanar (Rare)
Wandering Group:	0 (Nil)
Lair Group:	1 (Nil)
Move:	0’
Armour Class:	-15*
Hit Dice:	100******** (1,000hp)
Attack Bonus:	+48
Attacks:	Nil
Power Reserve:	5,000
vs Spell Attacks	12
vs Physical Attacks	6
vs Mental Attacks	See Below
vs Power Attacks	8
Alignment:	None
Intelligence:	20 (See Below)
Morale:	12
XP Value:	196,775

An adamant is a type of construct created by Immortals to imprison other Immortals or similarly powerful entities. Adamants do not breed, and are always created for a purpose.

An adamant usually looks like a cell, sarcophagus or other prison made of what appears to be black volcanic glass, the exact shape and size of an adamant is up to the Immortal who creates it, but it must be somewhere between 5’x5’x5’ and 100’x100’x100’. An adamant is not sapient, and can only react instinctively to fulfil its purpose—although it will attempt to fulfil the spirit of its purpose rather than the exact letter. Usually this purpose will be to prevent a particular being from escaping from it and prevent any other beings from rescuing its prisoner. An adamant will react to threats intelligently, but will not normally respond lethally; trying to stop rather than kill.

Like Immortals, adamants are immune to mortal level magic and take minimum damage from physical attacks from mortals. They also make saving throws against attacks as Immortals do (see *Chapter 17: The Immortals* for details about Immortal defences).

Adamants can use the *Prepare Mortal Magic* and *Power Attack* spells, but have no other way of using power points. (See *Chapter 17: The Immortals* for details about *Power Reserve* and *Power Points*).

As constructs, they are immune to all mind affecting spells even if cast by Immortals, and they do not naturally heal—although they can cure themselves using magic.

Normally, an adamant will use *Power Attack* on its prisoner immediately the prisoner regains any *Power Points*, in order to prevent its prisoner from assuming spirit form or from using any Immortal level magic of their own.

Angel

Type:	Exalted Extraplanar
Habitat:	Extraplanar (Rare)
Wandering Group:	1d2 (See Below)
Lair Group:	1d2 (Nil)
Move:	40’ (Fly 120’)
Armour Class:	-6* {*-4 vs 3*}
Hit Dice:	20****** (90hp)
Attack Bonus:	+15 {*+8*}
Attacks:	Sword {*2d6+8*}
Weapon Expertise:	Grand Master {*Deflect x3*} {*Disarm at –4*} {*Hurl 5/10/15*}
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Lawful
Intelligence:	16
Morale:	11
XP Value:	13,175

If a mortal comes to the attention of an Immortal patron, but dies without reaching immortality themselves, their patron may make them into an Angel, a powerful creature of order and peace.

Angels serve as the emissaries and servants of their patron, and also work to slay their patron’s enemies, although such tasks are given sparingly since sending an angel to kill the followers of a rival Immortal pretty much escalates any disagreement between the Immortals into outright war.

Angels are always winged humanoids, and they appear as the original mortal did in the prime of their life.

Angels are immune to all spells of 4th level or lower, and are immune to fire and poison.

Angels can cast spells as a 12th level cleric, and in addition they can cast the *Teleport* spell at will.

Once per day, an angel can fire a *Bolt of Peace*, which is the same size and shape as a *Lightning Bolt* spell, and which causes all creatures hit by it to be incapable of violence or malice for 2d6x10 minutes (no saving throw allowed).

Angels are usually provided with magical swords by their patrons, and regardless of the type of sword that they wield they can make them burst into flame once per day. This lasts for 30 minutes, and increases the sword's damage to 4d8.

Animal (Herd)

Type: Animal
Habitat: Any (Common)
Wandering Group: 1 (Nil)
Lair Group: 3d10 (Nil)
Move: 80'
Armour Class: 7
Hit Dice: 2 (9hp)
Attack Bonus: +2
Attacks: Butt (1d4+1)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 5
XP Value: 20

Herd animals, ranging from sheep and goats to elks and bison, exist in most parts of the world. They are normally found in extended family groups and small herds, but occasionally a lone male will be found wandering on its own.

Animal herds are not normally aggressive and will usually run from any perceived danger, although some of the larger types may be provoked into circling defensively and protecting their young against the attacks of potential predators.

Animated Object (L)

Type: Enchanted Construct
Habitat: Any (Rare)
Wandering Group: 0
Lair Group: 1 (Nil)
Move: 30'
Armour Class: 4
Hit Dice: 5 (23hp)
Attack Bonus: See Below
Attacks: Bash (2d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 175

Animated objects are objects that have been brought to life by the 6th level *Animate Objects* spell.

Animated objects have no intelligence, and mindlessly perform whatever task their creator sets them to.

When fighting, an animated object uses the same attack bonus as their creator.

Animated Object (M)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	0
Lair Group:	2 (Nil)
Move:	30’
Armour Class:	6
Hit Dice:	3 (14hp)
Attack Bonus:	Special
Attacks:	Bash (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	12
XP Value:	35

Animated objects are objects that have been brought to life by the 6th level *Animate Objects* spell.

Animated objects have no intelligence, and mindlessly perform whatever task their creator sets them to.

When fighting, an animated object uses the same attack bonus as their creator.

Animated Object (S)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	0
Lair Group:	4 (Nil)
Move:	30’
Armour Class:	8
Hit Dice:	1 (5hp)
Attack Bonus:	Special
Attacks:	Bash (1d4) & Bash (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	12
XP Value:	15

Animated objects are objects that have been brought to life by the 6th level *Animate Objects* spell.

Animated objects have no intelligence, and mindlessly perform whatever task their creator sets them to.

When fighting, an animated object uses the same attack bonus as their creator.

Animated Object (T)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	0
Lair Group:	8 (Nil)
Move:	20’
Armour Class:	10
Hit Dice:	½ (3hp)
Attack Bonus:	Special
Attacks:	Bash (1d2)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	12
XP Value:	5

Animated objects are objects that have been brought to life by the 6th level *Animate Objects* spell.

Animated objects have no intelligence, and mindlessly perform whatever task their creator sets them to.

When fighting, an animated object uses the same attack bonus as their creator.

Ant (Giant)

Type: Animal

Habitat: Underground (Rare)
Desert (Common)

Wandering Group: 2d4 (U)

Lair Group: 14d6 (See Below)

Move: 60’

Armour Class: 5

Hit Dice: 4* (18hp)

Attack Bonus: +4

Attacks: Bite (2d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 1

Morale: 7 or 12

XP Value: 125

Giant ants are large black ants, about 5’-7’ long. Unlike their smaller cousins who live in colonies of thousands, giant ants live in colonies of about 14d6 individuals, 10d6 of which will be out gathering food at any given time and the remaining 4d6 will be guarding the nest.

The morale of giant ants that are scavenging is 7, but when defending the nest and the (non-combatant) queen, their morale is 12 and they will fight to the death without any self preservation instinct.

Giant ants are nocturnal omnivores, although they will not normally attack live prey unless they outnumber it greatly. They prefer to scavenge corpses and vegetable matter.

For some reason, giant ants are sometimes attracted to shiny objects, and they will grab them and return them to their lair. They are even known to sometimes dig gold, and there is a 30% chance that their lair will contain 1d10x1,000gp worth of gold nuggets.

Ape (Cave)

Type: Animal

Habitat: Underground (Rare)

Wandering Group: 1d6 (Nil)

Lair Group: 2d4 (Nil)

Move: 40’

Armour Class: 6

Hit Dice: 4 (18hp)

Attack Bonus: +4

Attacks: Claw (1d4) & Claw (1d4)
-or-
Rock (1d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 7

XP Value: 75

Cave apes are large gorilla-like apes that have lived underground for generations, and have lost their colouring—leaving them white with pink eyes.

They are generally peaceful creatures, content to scavenge for fungus and mushrooms, and will flee from any strangers unless the strangers approach their lair.

Cave apes will noisily threaten any who come too close to their lair, and if the threats fail they will throw rocks at the intruders until they either leave or get close enough to fight in melee.

Cave apes are considerably less intelligent than the gorillas they descended from, although they are often tamed by Neanderthals and used as pets and guards.

Ape (Rock Baboon)

Type: Animal

Habitat: Hills (Common)
Grassland (Common)

Wandering Group: 2d6 (U)

Lair Group: 5d6

Move: 40’

Armour Class: 6

Hit Dice: 2 (9hp)

Attack Bonus: +2

Attacks: Club (1d6) & Bite (1d3)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 8

XP Value: 20

Rock baboons are large omnivorous apes. They are far more aggressive than most other apes, and are also more intelligent—although their use of tools is limited to picking up branches for use as rudimentary clubs.

Rock baboons will go out of their way to scare off anyone intruding into their territory, and won’t hesitate to resort to violence if intruders don’t leave quickly enough.

Ape (Snow)

Type: Animal
Habitat: Mountains (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d6 (K)
Move: 30’
Armour Class: 6
Hit Dice: 3+1 (14hp)
Attack Bonus: +4
Attacks: Club (1d6) & Hug (2d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 4
Morale: 7
XP Value: 50

Snow apes are a (barely) sapient species of ape with long white fur.

Their fur makes them extremely difficult to spot in snowy terrain, allowing them to surprise opponents on a 1-4.

Although sapient, snow apes have no spoken language, communicating only by sign language. They have no material culture, living out in the open and using no tools more advanced than a club.

Snow apes are very kind and caring to their own species, but violently xenophobic to all other species. They only consider creatures that can communicate with them to be intelligent, dismissing the speech of other humanoid races as just “animal noises”.

Snow apes are very strong, and if one succeeds with a hug attack, it will hold on to its victim automatically doing 2d6 damage per round.

Athach

Type: Giant
Habitat: Woods (Rare)
Mountain (Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 1d6 (I)
Move: 60’
Armour Class: 0
Hit Dice: 14* (63hp)
Attack Bonus: +12
Attacks: Bash (2d12) &
Bash (2d12) &
Bash (2d12) &
Bite (2d10 + poison)
vs Death/Poison: 6
vs Wand: 6
vs Paralyse/Petrify: 7
vs Dragon Breath: 8
vs Rod/Staff/Spell: 9
Alignment: Chaotic
Intelligence: 8
Morale: 7
XP Value: 2,500

An athach is an 18’ tall hideously deformed giant with three arms, their third arm protruding from their chests.

Athachs are rather stupid and very bad tempered, and will normally kill and eat anyone they meet who does not give them gems and jewellery. Athach families are violent affairs, and only the strongest and meanest children survive into adulthood—whereupon they almost always end up killing their aging and weakening parents.

Athachs normally attack by simply bashing their opponents with whatever comes to hand (rocks, tree stumps, and so on) and biting with their poisonous tusks. Anyone bitten by an athach must make a saving throw *vs Poison* or be helpless for 1d6 x 10 minutes.

Basilisk

Type: Monster
Habitat: Underground (Rare)
Woods (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (F)
Move: 20’
Armour Class: 4
Hit Dice: 6+1**
Attack Bonus: +6
Attacks: Bite (1d10) & Gaze (Petrify)
vs Death/Poison: 9
vs Wand: 10
vs Paralyse/Petrify: 11
vs Dragon Breath: 12
vs Rod/Staff/Spell: 13
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 950

A basilisk is an 8’-12’ long snake with a crown like crest on its head. Often called the “king of snakes”, it is feared for its deadly gaze.

The bite of a basilisk is not poisonous, but any creature meeting its gaze must make a saving throw *vs Petrify* or be turned to stone.

The gaze of a basilisk must be direct, seeing its reflection is not enough to have a chance of being turned to stone. However, a basilisk is not immune to its own gaze attack, and if presented with a mirror, there is a 1 in 6 chance per round that it will see its reflection and must make the saving throw to avoid petrifying itself. This is the only circumstance in which its gaze is effective through a mirror.

Any character surprised by a basilisk automatically meets its gaze and must make the saving throw, and in combat each character attacking the basilisk without actively avoiding the gaze must also make the saving throw each round.

Characters trying to fight the basilisk blindfolded or otherwise averting their gaze will not be affected but must attack with a –4 penalty to hit and the basilisk gets a +2 bonus against characters using such tactics.

A character using a mirror to attack in melee (the mirror takes one hand, so the character cannot use an off-hand weapon or a shield at the same time) takes only a –2 penalty to hit and the basilisk gets no bonus against them.

Basilisks are not normally aggressive, eating only small animals which they must hunt by taking them by surprise in order to avoid accidentally turning them to stone.

Bat

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	1d100 (Nil)
Lair Group:	1d100 (Nil)
Move:	3’
Armour Class:	6
Hit Dice:	1/4 (1hp)
Attack Bonus:	+0
Attacks:	Special
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	6
XP Value:	5

Bats are normally inoffensive and will not attack anything larger than a small insect.

However, when either panicking or controlled by another creature, a flock of bats can be very confusing as they fly around an opponent.

Any character with ten or more bats attacking them will be bewildered and suffer a –2 penalty on both to-hit rolls and saving throws. Additionally, a bewildered character may not cast spells.

Bat (Giant)

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	1d10 (Nil)
Lair Group:	1d10 (Nil)
Move:	10’
Armour Class:	6
Hit Dice:	2 (9hp)
Attack Bonus:	+2
Attacks:	Bite (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	20

Giant bats can be as tall as a human and can grow up to a 25’ wingspan.

Bat (Giant, Vampire)

Type: Animal
Habitat: Underground (Common)
Wandering Group: 1d10 (Nil)
Lair Group: 1d10 (Nil)
Move: 10'
Armour Class: 6
Hit Dice: 2* (9hp)
Attack Bonus: +2
Attacks: Bite (1d4 + paralyse)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 25

Giant vampire bats are similar to other giant bats except that they have a paralysing bite which allows them to drink blood.

Anyone bitten by a giant vampire bat must make a saving throw *vs Paralysis* or be paralysed for 1d10 rounds. Giant vampire bats can drain blood (for 1d4 damage per round) from paralysed creatures, but will only start to do so when all their opponents are paralysed in this manner.

Creatures slain by a giant vampire bat must make a saving throw *vs Spells* or return as an undead 24 hours later. The type of undead should be determined by rolling 1d6 and consulting the following list:

1-3 = zombie
4-5 = ghoul
6 = wight

Bear (Black)

Type: Animal
Habitat: Woods (Common)
Wandering Group: 1d4 (U)
Lair Group: 1d4 (Nil)
Move: 40'
Armour Class: 6
Hit Dice: 4 (18hp)
Attack Bonus: +4
Attacks: Claw (1d3) & Claw (1d3) & Bite (1d6)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Black bears are about 6' tall and live in forests where they survive on an omnivorous diet, particularly favouring fish.

They are inquisitive creatures and will often raid camps looking for food.

If a black bear hits with both claw attacks, it will hug the victim for an additional 2d8 damage.

Bear (Cave)

Type: Animal
Habitat: Underground (Rare)
Wandering Group: 1d2 (V)
Lair Group: 1d2 (Nil)
Move: 40'
Armour Class: 5
Hit Dice: 7 (28hp)
Attack Bonus: +7
Attacks: Claw (2d4) & Claw (2d4) & Bite (2d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 450

Cave bears are large and particularly aggressive bears that can be 15' tall when standing.

Unlike most bears they are exclusively carnivorous, and are active hunters.

If a cave bear hits with both claw attacks, it will hug the victim for an additional 2d8 damage.

Bear (Grizzly)

Type:	Animal
Habitat:	Hills (Common) Woods (Common)
Wandering Group:	1 (U)
Lair Group:	1d4 (Nil)
Move:	40’
Armour Class:	8
Hit Dice:	5 (23hp)
Attack Bonus:	+5
Attacks:	Claw (1d8) & Claw (1d8) & Bite (1d10)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	10
XP Value:	175

Grizzly bears are large (up to 9’ tall) brown bears, commonly found in forested areas. They have a widely varied omnivorous diet, preferring fruit and fish; although they will also hunt small animals.

They won’t attack humanoids for food, although they are notoriously short tempered and territorial, and will chase and fight those who come too near, particularly in the spring after the females emerge from hibernation and give birth. The ferocity of mother grizzly bears protecting their cubs is legendary.

Bear (Polar)

Type:	Animal
Habitat:	Arctic (Rare)
Wandering Group:	1 (U)
Lair Group:	1d2 (Nil)
Move:	40’
Armour Class:	6
Hit Dice:	6 (27hp)
Attack Bonus:	+6
Attacks:	Claw (1d6) & Claw (1d6) & Bite (1d10)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	275

Polar bears are white furred carnivorous bears that can reach 11’ tall.

Their normal diet consists of fish and seals, and they encounter humanoids rarely enough that they have no fear of them and see them as another source of food.

Bee (Giant)

Type:	Animal
Habitat:	Hills (Rare)
Wandering Group:	1d6 (Nil)
Lair Group:	5d6 (See Below)
Move:	50’
Armour Class:	7
Hit Dice:	½* (3hp)
Attack Bonus:	+1
Attacks:	Sting (1d3+Poison)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	9 (See Below)
XP Value:	6

Giant bees are large insects, up to 1’ long. They are normally peaceful when out collecting pollen and fruit, and will ignore creatures that do not molest them, fighting only in self defence.

However, any creature that comes within 30’ of their hive will be attacked by every bee in the hive and the colony will fight to the death.

When a giant bee stings an opponent, the opponent must make a saving throw *vs Poison* or die. However, the attacking bee is always killed by the attack, as the stinger comes loose and sticks in the wound.

A character with a giant bee sting in them continues to lose one hit point per round until they spend an action removing the stinger, although they need not make further saving throws *vs Poison* after the initial sting.

The hive will contain a non-combatant queen bee, and her 1d4+2 drones, each of which has 1 hit dice (5hp, 13xp).

A giant bee hive will contain about two pints of honey, which can be distilled down into a single *Potion of Healing*.

Beetle (Giant Bombard)

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	1d8 (Nil)
Lair Group:	2d6 (Nil)
Move:	40’
Armour Class:	4
Hit Dice:	2* (9hp)
Attack Bonus:	+2
Attacks:	Bite (1d6) & Special
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	8
XP Value:	25

Giant bombard beetles are 3’ long beetles that live underground and eat detritus.

When surprised or attacked, a giant bombard beetle will respond by squirting a hot acid at a foe within 5’ (it can only do this once per combat, and will do so at the earliest opportunity). This acid is not enough to cause significant damage, but it is highly irritant and causes the target to take a –2 penalty to attack rolls and ability checks for the next 24 hours or until the victim is cured by a *Cure Light Wounds* spell.

Beetle (Giant Fire)

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	1d8 (Nil)
Lair Group:	2d6 (Nil)
Move:	40’
Armour Class:	4
Hit Dice:	1+2 (7hp)
Attack Bonus:	+2
Attacks:	Bite (2d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	7
XP Value:	15

Giant fire beetles are 2’-3’ in length, and have glowing red spots above their eyes that give off normal (non-magical) light within a 10’ radius, about the strength of a single candle.

If removed, the glands will continue to glow for 1d6 days before fading.

Beetle (Giant Tiger)

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	2d4 (Nil)
Move:	50’
Armour Class:	3
Hit Dice:	3+1 (15hp)
Attack Bonus:	+4
Attacks:	Bite (2d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	9
XP Value:	50

Giant tiger beetles are 4’ long black beetles with large (2’ long) mandibles that they use to bite prey.

They will not normally attack creatures larger than themselves unless they are either cornered or starving.

Black Pudding

Type:	Ooze
Habitat:	Underground (Common)
Wandering Group:	1 (See Below)
Lair Group:	1 (See Below)
Move:	20’
Armour Class:	6*
Hit Dice:	10* (45hp)
Attack Bonus:	+10
Attacks:	Touch (3d8)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	None
Intelligence:	0
Morale:	12
XP Value:	1,750

A black pudding is a large dark coloured ooze anywhere from 5’ to 30’ across. Black puddings have no intelligence or instinct other than to absorb and digest anything they can get to. As such they will always attack and fight to the death, and will do such unintelligent things as moving straight through fire to get to an opponent rather than avoiding it.

Despite their size, black puddings can squeeze their bulk through holes as small as an inch in diameter (although doing so will be very slow, taking 10 minutes. Their corrosive slime can also corrode through a wood or metal object the size of a normal door in 10 minutes, but cannot eat through stone.

Black puddings can move along walls or ceilings as easily as floors.

Black puddings are very resilient, and fire is the only thing that can kill them. Other attacks will simply break the pudding into 2HD chunks that do only 1d8 damage. These smaller puddings can not be further damaged apart from by fire.

Black puddings do not carry treasure, but the area around them may contain indigestible gemstones (the only remains of those that have been eaten by the pudding).

Blackball

Type:	Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	10’
Armour Class:	9*
Hit Dice:	See Below
Attack Bonus:	+28
Attacks:	Touch (See Below)
vs Death/Poison:	2
vs Wand:	2
vs Paralyse/Petrify:	2
vs Dragon Breath:	2
vs Rod/Staff/Spell:	2
Alignment:	See Below
Intelligence:	See Below
Morale:	12
XP Value:	7,500

Blackballs may be the most enigmatic and powerful of creatures, and even Immortals are afraid of them. Or they may not be creatures at all. No-one knows for certain.

A blackball is a 5’ diameter featureless flying sphere that is pure black in colour (*no* light is reflected from it).

Anything a blackball touches simply disappears utterly (no saving throw) leaving absolutely no trace, although this ability appears to be at least somewhat controlled, since a blackball can travel through air or water without destroying them.

Blackballs can spend centuries or even millennia simply sitting motionless in one place. Then for no explicable reason one may suddenly start moving—eating its way through rock and metal and even *Force Field* spells without slowing down. It will travel for miles, and even cross planes through gates or natural boundaries, until it gets to a specific creature or object; and then it destroys that target and lays dormant again.

Although their behaviour while moving appears to be intelligent, no-one has ever been able to communicate meaningfully with a blackball, and no magic is able to read (or even detect) its mind.

Blackballs are utterly immune to everything and cannot be controlled or harmed in any way except that they are subject to the *Teleport* spell.

Blink Dog

Type:	Monster
Habitat:	Clear (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	1d6+3 (C)
Move:	40’
Armour Class:	5
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Bite (1d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Lawful
Intelligence:	9
Morale:	6
XP Value:	125

Blink dogs are intelligent wild dogs with the ability to teleport from place to place. They are smaller than wolves, and more jackal-like in appearance.

Blink Dogs have their own language, but unfortunately their mouths are shaped wrongly for speaking humanoid tongues, although they often understand them. Blink dogs are friendly towards humans and demi-humans, and will often live near rural villages for mutual benefit.

Although blink dogs can teleport at will, their teleports (or “blinks”) are only short range (40’ at the most). They will instinctively avoid teleporting into objects. In combat, their preferred tactic is teleport up to a victim, bite them, and then immediately teleport 1d4x10’ away.

Boar

Type:	Animal
Habitat:	Woods (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	1d6 (Nil)
Move:	30’
Armour Class:	7
Hit Dice:	3* (13hp)
Attack Bonus:	+3
Attacks:	Tusk (2d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	50

Boars are the larger wild relatives of pigs. They are notoriously bad tempered and territorial, and will often attack even large opponents at the slightest provocation.

A boar can do a *Charge* action in combat. If it charges for 20’ or more it does double damage on its attack, but is vulnerable to people doing *Set Spear* actions.

Boar (Great)

Type: Animal
Habitat: Woods (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 30'
Armour Class: 3
Hit Dice: 7* (32hp)
Attack Bonus: +7
Attacks: Tusk (2d8)
vs Death/Poison: 10
vs Wand: 11
vs Paralyse/Petrify: 12
vs Dragon Breath: 13
vs Rod/Staff/Spell: 14
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 1,750

Great boars look and behave like their normal cousins, except that they can stand 8' at the shoulder.

Like a normal boar, a great boar can do a *Charge* action in combat. If it charges for 20' or more it does double damage on its attack, but is vulnerable to people doing *Set Spear* actions.

Bugbear

Type: Humanoid
Habitat: Hills (Common) Woods (Common)
Wandering Group: 2d8 (P+Q)
Lair Group: 5d4 (B)
Move: 30'
Armour Class: 5
Hit Dice: 3+1 (14hp)
Attack Bonus: +5 {*+2*}
Attacks: Spear {*1d6+2*} +1
Weapon Expertise: Skilled {*Set vs Charge*} {*Throw Range 20/40/60*}
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 7
Morale: 9
XP Value: 50

Bugbears are large and strong creatures related to goblins.

They stand about 8' tall and have brown furred bodies, with round orange heads that look remarkably like carved pumpkins.

Despite this appearance, they are stealthy and surprise opponents on a 1-3.

Bugbears are not the smartest of humanoids, and their technology is limited to simple spears and knives. They live as hunters, and will often raid farms for livestock. Sometimes bugbears will live with goblins as hired muscle, although they rarely lead goblin tribes as the goblins can out-think them.

The most intelligent bugbears can become shamans (up to level 6) or sorcerers (up to level 4).

Caecilian (Giant)

Type: Animal
Habitat: Grassland (Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (B)
Move: 20'
Armour Class: 6
Hit Dice: 6* (27hp)
Attack Bonus: +6
Attacks: Bite (1d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 500

Much like their smaller cousins, caecilians are carnivorous amphibians that burrow into damp soil and earth and hunt by ambushing smaller creatures that walk over them.

Giant caecilians grow to about 30' long, and can swallow whole any creature human sized or smaller that they bite if they roll an unmodified 19 or 20 and the attack hits. Swallowed creatures take 1d8 damage per round until they or the caecilian are killed.

Camel

Type:	Animal
Habitat:	Desert (Common)
Wandering Group:	Nil (Nil)
Lair Group:	2d4 (Nil)
Move:	50’
Armour Class:	7
Hit Dice:	2 (9hp)
Attack Bonus:	+2
Attacks:	Bite (1) & Kick (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	20

Camels are large domesticated beasts of burden that are well adapted for desert environments.

Camels have one or two distinctive “humps” on their back which are full of fat deposits. These humps can allow the camel for travel for long periods without needing to eat or drink.

Camels are commonly used by desert tribes for meat, milk and transport.

Cat (Lion)

Type:	Animal
Habitat:	Grassland (common)
Wandering Group:	1d4 (U)
Lair Group:	1d8 (Nil)
Move:	50’
Armour Class:	6
Hit Dice:	5 (23hp)
Attack Bonus:	+5
Attacks:	Claw (1d4+1) & Claw (1d4+1) & Bite (1d10)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	175

Lions are big cats up to 8’ long, that live in small family groups called prides.

Male lions have a distinctive mane, and are relatively inactive. Although they are very territorial towards other male lions, they will often ignore non-lion creatures unless threatened.

Female lions are active hunters, and work well together. Some will lie in ambush while others chase potential prey towards them.

Cat (Mountain Lion)

Type:	Animal
Habitat:	Mountains (Common) Underground (Rare)
Wandering Group:	1 (U)
Lair Group:	1d4 (Nil)
Move:	50’
Armour Class:	6
Hit Dice:	3+2 (16hp)
Attack Bonus:	+4
Attacks:	Claw (1d3) & Claw (1d3) & Bite (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	50

Mountain lions, also known as pumas or cougars, are smaller and less muscled than their plains dwelling cousins, although they reach similar lengths.

Mountain lions hunt alone, and will aggressively attack human sized creatures only if cornered or starving. However, they are inquisitive creatures who love to explore (including cave systems) and are easily attracted to camp sites by the smell of cooking food.

Mountain Lions are often trained by dwarves and fulfil the roles that guard and hunting dogs fill for humanoid species that live in lowlands.

Cat (Panther)

Type: Animal
Habitat: Jungle (Common)
Wandering Group: 1d2 (U)
Lair Group: 1d6 (Nil)
Move: 70’
Armour Class: 4
Hit Dice: 4 (18hp)
Attack Bonus: +4
Attacks: Claw (1d4) & Claw (1d4) & Bite (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 75

Panthers are dark furred cats, about 6’ long. They are agile, quick and lithe, and are excellent climbers. A favourite hunting strategy is to hide in a tree and leap down knocking prey to the ground.

Panthers hunt either alone or as a mated pair.

Unlike many other cats, they are also strong swimmers, and will readily chase prey into water.

Cat (Sabre-Tooth Tiger)

Type: Animal
Habitat: Grasslands (Very Rare)
Wandering Group: 1d4 (V)
Lair Group: 1d4 (Nil)
Move: 50’
Armour Class: 6
Hit Dice: 8 (36hp)
Attack Bonus: +8
Attacks: Claw (1d8) & Claw (1d8) & Bite (2d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 10
XP Value: 650

Sabre-tooth tigers are normally found only in “lost world” areas. They are very large and strong cats (up to 12’ long) with oversized canine teeth, which give them their name.

The fangs of the sabre-tooth tiger are present in both sexes, and are used for hunting.

Sabre-tooth tigers are built for strength rather than speed, and their usual hunting tactic is to stalk their prey and leap at it from ambush. They will not usually bother to chase fleeing prey unless it is obviously injured or weak.

Cat (Tiger)

Type: Animal
Habitat: Woods (Common)
Wandering Group: 1 (U)
Lair Group: 1d3 (Nil)
Move: 50’
Armour Class: 6
Hit Dice: 6 (27hp)
Attack Bonus: +6
Attacks: Claw (1d6) & Claw (1d6) & Bite (2d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 275

Tigers are heavily built cats up to 8’ long. They are easily recognised for their distinctive orange and black striped markings.

These markings provide remarkably effective camouflage in wooded surroundings, causing the tiger to surprise their opponents on a 1-4 on 1d6.

Unlike other cats, tigers are keen swimmers.

Catoblepas

Type:	Monster
Habitat:	Swamp (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d3 (C)
Move:	20’
Armour Class:	7*
Hit Dice:	7** (32hp)
Attack Bonus:	+7
Attacks:	Tail (1d6) & Gaze (Special)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	1,250

A catoblepas is a horrible beast about the size of a hippopotamus, but with a long neck and tail. Its head is boar shaped, although its tusks are small and not useful in combat.

Catoblepes are generally peaceful creatures that live in swamps and eat all kinds of poisonous plants. They are slow moving and rather ungainly, and would rather simply be left alone than seek out fights; but if threatened they will attack in self defence by lashing with their long tails.

The catoblepas’ most dangerous weapon is its gaze. Anyone who a catoblepas gazes at must make a saving throw *vs Death Ray* or be slain instantly. Unlike the gaze of a basilisk or medusa, it doesn’t matter whether the victim has their eyes closed or is facing away from the catoblepas—it is the catoblepas gazing at the victim that causes the death, not the other way around.

Luckily for most victims, the catoblepas’ heavy head and weak neck mean that it only has a 1 in 4 chance per round of being able to successfully gaze at a single target. However, if a catoblepas gains surprise in combat, then it will always have the opportunity to use its gaze during the surprise round.

Catoblepes are immune to all poisons, energy drains, death rays, and all attacks and spells that cause an instant death, including *Disintegrate* spells and the gaze attacks of other catoblepes.

Centaur

Type:	Monster
Habitat:	Woods (Common) Clear (Common)
Wandering Group:	1 (Nil)
Lair Group:	2d10 (A)
Move:	60’
Armour Class:	5 {*-1 vs 1*}
Hit Dice:	4* (18hp)
Attack Bonus:	+4 {*+1*}
Attacks:	Hoof (1d6) & Hoof (1d6) or Bow {*1d8+1*}
Weapon Expertise:	Skilled {*Delay s/m*} {*Missile Range 90/150/220*}
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	10
Morale:	8
XP Value:	125

Centaurs have the body and legs of a horse, with a human torso (plus head and arms) rising up where the neck would be. They are as intelligent as normal humans, and primarily live in woods and forests.

A clan of centaurs will often ally with elves or with human druids, although they can produce spell casters of their own.

Centaurs can reach 8th level as either shamans or sorcerers.

Centaurs will occasionally trade with human villages outside of their woods, but are very reluctant to allow humans to encroach on what they see as their lands.

Centipede (Giant)

Type: Animal
Habitat: Woods (Rare)
Underground (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 1d8 (Nil)
Move: 20’
Armour Class: 9
Hit Dice: 1/2* (3hp)
Attack Bonus: +0
Attacks: Bite (Special)
vs Death/Poison: 13
vs Wand: 14
vs Paralyse/Petrify: 15
vs Dragon Breath: 16
vs Rod/Staff/Spell: 17
Alignment: None
Intelligence: 0
Morale: 7
XP Value: 6

Giant centipedes are larger cousins of normal centipedes that can reach 1’ in length. They have a segmented body with many pairs of legs, and a pair of large mandibles with which they can deliver a poisonous bite.

Giant centipedes normally hide in crevices or rotten wood and wait for small animals to come within reach; then they lunge and deliver a poisonous bite to the intruding animal.

Although giant centipede poison is strong enough to kill a rat or similar sized creature, it will not kill a person. However, it will cause sickness.

Anyone bitten by a giant centipede must make a saving throw *vs Poison* or be sickened for 10 days, during which time they can only move at half normal speed and can not perform any other action.

Chimera

Type: Monster
Habitat: Mountains (Very Rare)
Hills (Very Rare)
Barren (Very Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (F)
Move: 40’ (Fly: 60’)
Armour Class: 4
Hit Dice: 9** (41hp)
Attack Bonus: +9
Attacks: Claw (1d3) &
Claw (1d3) &
Butt (2d4) &
Bite (1d10) &
Bite (3d4) &
Breath (3d6)
vs Death/Poison: 7
vs Wand: 8
vs Paralyse/Petrify: 9
vs Dragon Breath: 10
vs Rod/Staff/Spell: 11
Alignment: Chaotic
Intelligence: 6
Morale: 9
XP Value: 2,300

A chimera, as the name implies, appears to be a strange combination of other beasts.

Chimerae have the rear body of a goat, the front body of a lion, the wings and tail of a dragon, and three heads—goat, lion and dragon.

Chimerae are extremely territorial, and will aggressively chase intruders away from their lair. Their dragon head is capable of breathing fire three times per day in a cone 50’ long and 10’ wide at the end.

Although sapient, chimerae are not terribly smart, and can often be tricked or bullied into working for a more powerful creature.

Cockatrice

Type: Monster
Habitat: Any (Very Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 2d4 (D)
Move: 30’ (Fly: 60’)
Armour Class: 6
Hit Dice: 5** (23hp)
Attack Bonus: +5
Attacks: Beak (1d6+Special)
vs Death/Poison: 10
vs Wand: 11
vs Paralyse/Petrify: 12
vs Dragon Breath: 13
vs Rod/Staff/Spell: 14
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 425

A cockatrice is a magical creature that looks like a drab grey cockerel with a snake’s tail.

A cockatrice is normally peaceful, and is content to scavenge bits of detritus and plant material and be left alone.

However, should it be attacked it has a very powerful defence mechanism. Any living (non-plant) creature that touches or is touched by a cockatrice must make a saving throw *vs Petrify* or be turned to stone.

Creatures attacking the cockatrice using natural weapons (including adventurers using unarmed attacks) must make a saving throw each time they hit, and anyone successfully hit by the cockatrice’s attack must also make a saving throw.

Construct (Blood)

Type: Enchanted Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 30’
Armour Class: 9*
Hit Dice: 8* (36hp)
Attack Bonus: +8
Attacks: Hug (2d6 + Special)
vs Death/Poison: 8
vs Wand: 9
vs Paralyse/Petrify: 10
vs Dragon Breath: 11
vs Rod/Staff/Spell: 12
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 1,200

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

A blood construct is a human sized and shaped form made entirely from the blood of many creatures held together by magical enchantments. Although it is made from the blood of dead creatures, it is not an undead.

Blood constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses.

A blood construct attacks by trying to smother its victim. Once it hits, it continues to do 2d6 damage per round without needing to hit again.

Construct (Clockwork)

Type: Enchanted Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40’
Armour Class: 2* {*-2 vs 2*}
Hit Dice: 6** (27hp)
Attack Bonus: +6 {*+4*}
Attacks: Sword {*2d8*} & Sword {*2d8*} & Sword {*2d8*} & Sword {*2d8*}
Weapon Expertise: Skilled {*Deflect x2*} {*Disarm at –1*}
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 725

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

Clockwork constructs are humanoid figures made from a mass of whirring and clicking cogs and mechanisms. They have four arms, each of which wields a weapon with cold precision.

Clockwork constructs normally wield a sword in each hand, but some may have other weapons; either 2 two-handed or 4 one-handed weapons. Whatever the weapon combination, they are part of the construct’s form, so it cannot be disarmed; but neither can it throw or hurl the weapons.

Clockwork constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses.

Construct (Crystal)

Type: Enchanted Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 60’
Armour Class: 6*
Hit Dice: 10* (45hp)
Attack Bonus: +10
Attacks: Claw (2d6) & Claw (2d6) & Bite (2d10)
vs Death/Poison: 10
vs Wand: 11
vs Paralyse/Petrify: 12
vs Dragon Breath: 13
vs Rod/Staff/Spell: 14
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 1,750

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

Crystal constructs are made from a variety of crystals magically fused and welded together, and are usually used as guards. They are normally constructed in the form of huge (7’ tall) crystalline wolves or lions.

Crystal constructs can see invisible creatures within 60’ and are excellent trackers.

Crystal constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses.

Construct (Forge)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	80’
Armour Class:	0*
Hit Dice:	20** (90hp)
Attack Bonus:	+15
Attacks:	Hammer Fist (3d10) & Special
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	None
Intelligence:	4
Morale:	12
XP Value:	5,975

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

A forge construct is a huge (18’ tall) humanoid with a red-hot skin of riveted iron plates and a fiery inside. Its two hands are formed into a hammer and tongs, and if given a supply of metal it can make weapons and armour autonomously by opening its chest cavity and using itself as a forge.

Anyone hit by a forge construct takes an extra 1d10 fire damage from the heat inside it, and anyone who hits a forge construct with an edged weapon must make a saving throw *vs Death Ray* or take 2d6 fire damage from the fire and molten metal that spurts from the wound.

Forge constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses. Forge constructs are also immune to fire-based attacks.

Construct (Manikin)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	40’
Armour Class:	3* {*-2 vs 3*}
Hit Dice:	6** (27hp)
Attack Bonus:	+6 {*+4*}
Attacks:	Staff {*1d8+2*}
Weapon Expertise:	Expert {*Deflect x2*}
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	4
Morale:	12
XP Value:	725

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

A manikin construct is a large (8’ tall) humanoid figure made of jointed wooden pieces, similar to a string-less puppet.

Although not truly intelligent, manikin constructs can speak and can be instructed to perform specific actions or say specific phrases in response to other phrases. This ability allows them to be used as messengers or guards for password protected doors.

Manikin constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses.

Construct (Scarecrow)

Type:	Enchanted Construct
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	40’
Armour Class:	7*
Hit Dice:	2+2 (11hp)
Attack Bonus:	+3
Attacks:	Fist (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	4
Morale:	12
XP Value:	35

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

A scarecrow construct is an animated human sized figure comprised of a set of clothes (usually with a sack for a head) stuffed with straw. Their creators usually put heavy weights in their gloves, which gives them an unbalanced comical lurching gait, but packs more power behind their wildly swinging punches.

Unfortunately, their stiff movement gives them a –1 penalty to initiative, and their straw burns easily giving them a –2 penalty to all saving throws against fire-based attacks and causing them to take +1 point of fire damage per die in the attack.

Scarecrow constructs can only be damaged by magical weapons, and they are immune to *Sleep*, *Charm*, and *Hold* spells, and to all gasses.

Crab (Giant)

Type: Animal

Habitat: Ocean (Rare)
River (Rare)

Wandering Group: 1d2 (Nil)

Lair Group: 1d6 (Nil)

Move: 20’

Armour Class: 2

Hit Dice: 3 (14hp)

Attack Bonus: +3

Attacks: Claw (2d6) &
Claw (2d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 7

XP Value: 35

Giant crabs are large versions of normal crabs, up to 8’ in diameter.

Unlike normal crabs, giant crabs are actively carnivorous and will attack most things smaller than them that they encounter.

Giant crabs are normally aquatic, but can survive on land for up to half an hour before having to return to the water.

Giant crabs do not swim but walk along the bottom of the water.

Crocodile

Type: Animal

Habitat: River (Common)
Swamp (Common)

Wandering Group: 0 (Nil)

Lair Group: 1d8 (Nil)

Move: 30’ (Swim: 30’)

Armour Class: 5

Hit Dice: 2 (9hp)

Attack Bonus: +3

Attacks: Bite (1d8)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 7

XP Value: 20

Crocodiles are reptiles up to 10’ long that live in rivers and swamps. They are air breathers, and usually float on the surface with their nostrils exposed.

Crocodiles come onto land to sun themselves, and to lay their eggs, although they are less agile on land and do their hunting in the water, where they are particularly attracted to the smell of blood and by seeing creatures thrash around.

Crocodile (Giant)

Type: Animal

Habitat: Swamp (Very Rare)

Wandering Group: 0 (Nil)

Lair Group: 1d3 (Nil)

Move: 30’ (Swim: 30’)

Armour Class: 1

Hit Dice: 15 (68hp)

Attack Bonus: +12

Attacks: Bite (3d8)

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 11

vs Rod/Staff/Spell: 12

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 1,350

Giant crocodiles are similar to their normal cousins, but grow to almost 50’ long and are normally only found in “lost world” areas.

Crocodiles come onto land to sun themselves, and to lay their eggs, although they are less agile on land and do their hunting in the water, where they are particularly attracted to the smell of blood and by seeing creatures thrash around.

Crocodile (Large)

Type: Animal
Habitat: Ocean (Rare) River (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: 30’ (Swim 30’)
Armour Class: 3
Hit Dice: 6 (27hp)
Attack Bonus: +6
Attacks: Bite (2d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 275

Large crocodiles tend to be found in salt water rather than fresh water. Unlike their freshwater kin they can grow up to 20’ long.

Crocodiles come onto land to sun themselves, and to lay their eggs, although they are less agile on land and do their hunting in the water, where they are particularly attracted to the smell of blood and by seeing creatures thrash around.

Cthonic Worm

Type: Monster
Habitat: Underground (Common)
Wandering Group: 1 (Nil)
Lair Group: 1d4 (B)
Move: 40’
Armour Class: 7
Hit Dice: 3+1* (15hp)
Attack Bonus: +4
Attacks: 8xTentacle (Special) or Bite (1 point)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 75

A Cthonic worm is a hideous creature that looks like a cross between a worm and a squid. Its 9’ long worm-like body is thick at the front and tapers off towards the rear. The front of the creature has no visible sensory organs, only a beak-like mouth surrounded by a ring of 5’ long slime-covered tentacles.

Despite the lack of visible sensory organs, Cthonic worms do have eyes under their skin and use normal vision to detect their prey.

Cthonic worms will eat anything organic, and will normally attack victims with their tentacles attempting to paralyse them with their poisonous slime.

Anyone hit by a tentacle must make a saving throw *vs Paralyse* or be paralysed for 2d5x10 minutes. The beak of a Cthonic worm is weak, and will not be used for attack except in emergencies (for example in self-defence against creatures immune to paralysis) or to eat paralysed victims.

A Cthonic worm will not try to eat paralysed victims while there are still mobile ones actively fighting it.

Cyclops

Type: Giant
Habitat: Hils (Rare) Mountains (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d4 (E + 5,000gp)
Move: 30’
Armour Class: 5
Hit Dice: 13* (65hp)
Attack Bonus: +9
Attacks: Club (3d10)
Weapon Expertise: Basic
vs Death/Poison: 6
vs Wand: 6
vs Paralyse/Petrify: 7
vs Dragon Breath: 8
vs Rod/Staff/Spell: 9
Alignment: Chaotic
Intelligence: 9
Morale: 9
XP Value: 2,300

A cyclops is a giant, usually round 18’ tall, with a single eye in the centre of its forehead.

Despite their great power, cyclopes are very slow-witted and peaceful creatures who are content to herd goats and sheep and be left alone by others. They are quick to anger, however, and if provoked they are likely to attack with huge clubs (with which they have nothing more than basic mastery) or by throwing rocks.

Cyclopes can throw rocks with a range of (60/130/200) feet, for 3d6 damage.

All attacks by cyclopes take a –2 penalty due to their poor depth perception.

Cyclopes can become shamans of up to 4th level, and (incredibly rarely) sorcerers of up to 2nd level.

Demon (Balor)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d2 (G)
Move:	20’ (Fly: 60’)
Armour Class:	0*
Hit Dice:	25********** (113hp)
Attack Bonus:	+17+5 {*+6*}
Attacks:	Sword {*3d6+2*} +5 Whip {*1d3+3*} +5
Weapon Expertise:	Grand Master {*Deflect x3*} {*Entangle at –4*} {*Stun*}
Power Reserve:	300
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	30
Morale:	9
XP Value:	33,500

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

Balors stand 12’ tall, and have horned heads and leathery wings. They always use a two-handed *Sword of Slicing +5* (which they can wield in one hand) and a *Whip of Draining +5*. Balors can only be hit by +2 or better weapons.

Balors can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Enhanced Reflexes*, *Howl*, and *Summon Weapons* powers.

Balors are highly charismatic, will rarely attack by surprise even if given the chance, and prefer to see their opponents acknowledge their superiority and surrender without a fight.

Demon (Glabrezu)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d3 (E)
Move:	60’ (Fly: 20’)
Armour Class:	0*
Hit Dice:	16********** (72hp)
Attack Bonus:	+13
Attacks:	Pincer (2d6) & Pincer (2d6) & Horn (1d8) & Horn (1d8) & Bite (1d6)
Power Reserve:	200
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	25
Morale:	9
XP Value:	12,850

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

A Glabrezu is a 9’ tall humanoid with a horned wolf’s head and two pairs of arms. The lower pair are normal, but the upper pair are oversized and end in large pincers.

Glabrezu can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Howl* powers. Glabrezu can be hit only by silvered or magical weapons.

Glabrezu delight in fire magics and burning things. When dealing with mortals, they prefer bribery to outright threats; often giving riches in exchange for service to their (often un-named) patron.

Demon (Hezrou)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d3
Move:	60’ (Fly 20’)
Armour Class:	0
Hit Dice:	13********** (59hp)
Attack Bonus:	+11
Attacks:	Claw (1d3) & Claw (1d3) & Bite (2d8+2)
Power Reserve:	100
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	20
Morale:	9
XP Value:	10,850

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

Hezrou are large (7’ tall) humanoid toads. They prefer to use undead as minions and agents wherever possible, and will usually act through such agents rather than in person where possible.

Hezrou can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Snap* powers.

Demon (Marilith)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d2 (F)
Move:	40’ (Fly: 50’)
Armour Class:	0* {*-4 vs 3*}
Hit Dice:	22********** (99hp)
Attack Bonus:	+16 {*+8*}
Attacks:	Sword {*2d8+8*} Sword {*2d8+8*} Sword {*2d8+8*} Sword {*2d8+8*} Sword {*2d8+8*} Sword {*2d8+8*} Tail (2d8)
Weapon Expertise:	Grand Master {*Deflect x3*} {*Disarm at –4*} {*Hurl Range 5/10/15*}
Power Reserve:	300
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	28
Morale:	9
XP Value:	25,250

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

Mariliths have a six-armed female human body on top of a 15’ snake tail, and are hit only by magical weapons.

Mariliths can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Spit Poison* powers.

Mariliths relish combat more than any other type of demon, and respect those—even enemies—who fight well.

Demon (Nalfeshnee)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d3 (E)
Move:	30’ (Fly: 40’)
Armour Class:	0*
Hit Dice:	19********** (86hp)
Attack Bonus:	+14
Attacks:	Claw (1d8) & Claw (1d8) & Bite (2d4+Poison)
Power Reserve:	200
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	26
Morale:	9
XP Value:	17,750

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

A Nalfeshnee is a large (10’ tall) and bulky creature with the body and arms of a powerful ape and goat-like legs with hoofed feet. Their heads are like those of boars, but with bat like ears. Nalfeshnee have feathered wings on their back that look ridiculously small for their size.

Nalfeshnee are hit only by magical weapons.

Nalfeshnee can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Groan* powers.

Nalfeshnee like to give the impression that they are dumb thugs, taking advantage of their brutish appearance to hide their intellect and scheming nature.

Demon (Succubus)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (I x 2)
Move:	40’
Armour Class:	0*
Hit Dice:	10********** (45hp)
Attack Bonus:	+10
Attacks:	None
Power Reserve:	100
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	12
Morale:	9
XP Value:	8,500

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

The least monstrous of the demons, succubi appear to be attractive humans of either sex with wings and vestigial horns. They are only hit by +2 weapons or better.

Succubi can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Leech* powers.

Succubi are master seducers, and usually charm their way into getting what they want. They avoid combat, relying on their *Leech* power and on spells if pressed; but would much rather talk their way out of a potential fight.

Because of their great charm and charisma, succubi prefer to handle issues directly rather than rely on agents, and are thus the most commonly encountered type of demon.

Demon (Vrock)

Type:	Exalted Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d3 (B)
Move:	40' (Fly: 60')
Armour Class:	0
Hit Dice:	10**********
Attack Bonus:	+10
Attacks:	Claw (1d4) & Claw (1d4) & Talon (1d8) & Talon (1d8) & Beak (1d6)
Power Reserve:	100
vs Spell Attacks	20
vs Physical Attacks	15
vs Mental Attacks	18
vs Power Attacks	17
Alignment:	Chaotic
Intelligence:	16
Morale:	9
XP Value:	8,500

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.

Vrock are tall (8') yet scrawny humanoids with vulture heads, feet and wings.

Vrocks can spend their power points on the *Prepare Mortal Magic* spell, and have the *Call Other*, *Control Undead*, *Enhanced Reflexes*, and *Swoop* powers.

Vrocks are the least powerful and the least subtle of all the demons. They tend to get bored easily by plotting and scheming and prefer to simply fly around having fun—although since "having fun" includes killing people, this doesn't make them much less dangerous than other demons.

Other demons often consider vrocks to be a liability for drawing too much attention, but are happy to deploy them when such attention will be a suitable diversion from their real plans.

Dinosaur (L Aquatic)

Type:	Animal
Habitat:	Ocean (Rare)
Wandering Group:	1 (U+V)
Lair Group:	1d4 (Nil)
Move:	40'
Armour Class:	6
Hit Dice:	16 (72hp)
Attack Bonus:	+13
Attacks:	Bite (3d6)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	2,000

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

In this case, these statistics are for a large aquatic creature such as a plesiosaur or mosasaur.

Dinosaur (S Aquatic)

Type:	Animal
Habitat:	Ocean (Common)
Wandering Group:	1d2 (Nil)
Lair Group:	2d8 (Nil)
Move:	30'
Armour Class:	7
Hit Dice:	4 (18hp)
Attack Bonus:	+4
Attacks:	Bite (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	75

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

In this case, these statistics are for a (relatively) small aquatic creature such as an ichthyosaur.

Dinosaur (L Carnivore)

Type: Animal
Habitat: Any (Rare)
Wandering Group: 1 (U+V)
Lair Group: 1d2 (Nil)
Move: 50’
Armour Class: 4
Hit Dice: 20 (90hp)
Attack Bonus: +15
Attacks: Claw (2d6) & Claw (2d6) & Bite (5d8)
vs Death/Poison: 7
vs Wand: 8
vs Paralyse/Petrify: 9
vs Dragon Breath: 10
vs Rod/Staff/Spell: 11
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 2,375

Although the term “dinosaur” is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a “lost world” area.

In this case, these statistics are for a large carnivorous land creature such as a tyrannosaur or a spinosaur.

Dinosaur (S Carnivore)

Type: Animal
Habitat: Any (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 2d6 (Nil)
Move: 40’
Armour Class: 5
Hit Dice: 3 (14hp)
Attack Bonus: +3
Attacks: Claw (1 point) & Claw (1 point) & Bite (1d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 4
Morale: 9
XP Value: 35

Although the term “dinosaur” is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a “lost world” area.

In this case, these statistics are for a (relatively) small carnivorous land creature such as a deinonychus or a dimetrodon.

Dinosaur (L Herbivore)

Type: Animal
Habitat: Any (Rare)
Wandering Group: 2d6 (Nil)
Lair Group: 3d10 (Nil)
Move: 20’
Armour Class: 5
Hit Dice: 25 (113hp)
Attack Bonus: +17
Attacks: Tail (2d8) or Trample (4d8)
vs Death/Poison: 6
vs Wand: 6
vs Paralyse/Petrify: 7
vs Dragon Breath: 8
vs Rod/Staff/Spell: 9
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 3,500

Although the term “dinosaur” is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a “lost world” area.

In this case, these statistics are for a large herbivorous land creature such as a sauropod.

Large herbivorous dinosaurs can make trample attacks. Treat these attacks as if doing the *Charge* action.

Dinosaur (S Herbivore)

Type:	Animal
Habitat:	Any (Common)
Wandering Group:	2d6 (Nil)
Lair Group:	3d10 (Nil)
Move:	40’
Armour Class:	7
Hit Dice:	4 (18hp)
Attack Bonus:	+4
Attacks:	Horn (2d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	75

Although the term “dinosaur” is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a “lost world” area.

In this case, these statistics are for a (relatively) small herbivorous land creature such as a triceratops or ankylosaur.

Small herbivorous dinosaurs can perform *Charge* actions.

Djinni (Greater, Pasha)

Type:	Monster
Habitat:	Desert (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	40’ (Fly: 120’)
Armour Class:	-2*
Hit Dice:	15** (68hp)
Attack Bonus:	+12
Attacks:	Fist (3d10) & Fist (3d10)
vs Death/Poison:	3
vs Wand:	3
vs Paralyse/Petrify:	3
vs Dragon Breath:	4
vs Rod/Staff/Spell:	2
Alignment:	Chaotic
Intelligence:	14
Morale:	11
XP Value:	4,800

Greater djinn are the rulers of their lesser cousins. They appear as 9’ tall blue skinned humans. They are highly magical, and can only be hurt by +2 weapons or better. Despite being magical creatures of chaos, djinn are normally good natured and friendly.

A greater djinni can transform in a single round into a whirlwind 120’ tall and 10’ in diameter at the base. While in this form, the greater djinni can move at a rate of 80’, and any creature it engulfs takes 3d12 damage. Creatures of less than 5 hit dice must make a saving throw *vs Death Ray* or be slain.

In either form, a greater djinni regenerates 3 hit points per round.

A greater djinni can cast the following spells (as a 15th level caster if appropriate):
►*Create Food* 3xDay
►*Woodform* or *Clothform* 3xDay
►*Stoneform* or *Ironform* 3xDay
►*Invisibility* 3xDay
►*Phantasmal Force* 3xDay
►Grant another’s *Wish* 1xDay
►*Cloudkill* 1xDay
►*Weather Control* 1xDay

Djinni (Lesser)

Type:	Monster
Habitat:	Desert (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	30’ (Fly: 80’)
Armour Class:	5*
Hit Dice:	7+1* (33hp)
Attack Bonus:	+8
Attacks:	Fist (2d8)
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Chaotic
Intelligence:	14
Morale:	12
XP Value:	1,025

Djinn are desert dwelling spirits. They appear as 6’ tall blue skinned humans. They are magical creatures, and can only be hurt by magical weapons. Despite being creatures of chaos, djinn are normally good natured and friendly.

A djinni can transform over the course of five rounds into a whirlwind 70’ tall and 10’ in diameter at the base. While in this form, the greater djinni can move at a rate of 40’, and any creature it engulfs takes 2d6 damage. Creatures of less than 2 hit dice must make a saving throw *vs Death Ray* or be swept aside.

A djinni can cast the following spells (as a 7th level caster if appropriate):
►*Create Food* 3xDay
►*Woodform* or *Clothform* 3xDay
►*Stoneform* or *Ironform* 3xDay
►*Invisibility* 3xDay
►*Phantasmal Force* 3xDay

Dolphin

Type: Animal

Habitat: Ocean (Common)
River (Rare)

Wandering Group: 0 (Nil)

Lair Group: 1d20 (Nil)

Move: 60’

Armour Class: 5

Hit Dice: 3* (14hp)

Attack Bonus: +3

Attacks: Ram (2d4)

vs Death/Poison: 9

vs Wand: 10

vs Paralyse/Petrify: 12

vs Dragon Breath: 14

vs Rod/Staff/Spell: 13

Alignment: Lawful

Intelligence: 15

Morale: 10

XP Value: 50

Dolphins are sapient aquatic mammals related to whales.

Although aquatic, dolphins still breathe air, and need to return to the surface every 15 minutes to breathe.

Dolphins have their own language of clicks and whistles. Dolphins and humanoids can learn to understand each others’ languages, but cannot speak them without magical assistance because of the differences in mouth shape.

Dolphins can *Detect Magic* underwater with a 360’ range.

Some dolphins can become shamans (of up to 10th level) or sorcerers (of up to 8th level).

Dolphins are generally friendly to humans and demi-humans, although their different culture and environment causes there to be little interaction between the two groups and no trade—something which dolphins have no concept of.

Donkey

Type: Animal

Habitat: Grassland (Common)
Desert (Common)

Wandering Group: 1d2 (Nil)

Lair Group: 2d12 (Nil)

Move: 40’

Armour Class: 7

Hit Dice: 1+1 (6hp)

Attack Bonus: +2

Attacks: Kick (1d3)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 3

Morale: 6

XP Value: 15

Donkeys are hoofed mammals related to horses. Although smaller and less strong than horses, they are more intelligent.

Unfortunately, this intelligence often makes them less popular as pack animals, since while mostly generally docile they are also very stubborn.

However, if treated gently, donkeys can be more loyal than horses, require less feeding, handle rough terrain better, and make good companions.

Doppelganger

Type: Monster

Habitat: Any (Rare)

Wandering Group: 1d6 (Nil)

Lair Group: 1d6 (E)

Move: 30’

Armour Class: 5

Hit Dice: 4* (18hp)

Attack Bonus: +4

Attacks: “Weapon” (1d8)

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 11

vs Rod/Staff/Spell: 12

Alignment: Chaotic

Intelligence: 9

Morale: 8

XP Value: 125

Doppelgangers are strange creatures which look like skinny hairless, genderless, featureless humanoids in their natural shape.

A doppelganger is able to “imprint” on a humanoid target, and then take on the exact shape of that target; mimicking equipment and clothing. The doppelganger becomes single-mindedly obsessed with their target and tries to find a way to kill the target and take over their identity.

Doppelgangers seem to have some kind of limited telepathic bond with their target once they have imprinted on them, and gain all the target’s memories. Even spells such as *ESP* reveal that the doppelganger genuinely believes itself to be the target rather than an imposter.

Should a doppelganger successfully take over a target’s identity, it will remain in that identity for 2d6 days before the imprint wears off and it returns to its normal form and hides until it sees a new target.

Doppelgangers are immune to *Sleep* and *Charm* spells and effects.

Dragon

Type:	Dragon
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d4 (Varies)
Move:	40' (Fly: 50')
Armour Class:	Varies
Hit Dice:	Varies
Attack Bonus:	Varies
Attacks:	Claw (Varies) & Claw (Varies) & Bite (Varies)
vs Death/Poison:	Varies
vs Wand:	Varies
vs Paralyse/Petrify:	Varies
vs Dragon Breath:	Varies
vs Rod/Staff/Spell:	Varies
Alignment:	Chaotic
Intelligence:	5 or 15
Morale:	9
XP Value:	Varies

Dragons are great winged lizards that are known for their great power, their treasure hoarding, and for terrorising large areas of countryside around their lairs.

In fact, this behaviour is limited to male dragons which are relatively vicious, bestial and territorial creatures. Female dragons—called dragon queens—are both more powerful and more intelligent than the males, although they are also much rarer.

Dragon queens are able to change shape at will into human form; are able to talk and cast spells (in either form); and have more varied breath weapons (which can also be used in either form). They are still aloof and arrogant in temperament, but they are also social creatures who enjoy entertaining visitors and travelling around exploring human civilisations.

Every twenty years, a female dragon enters a six-month long breeding frenzy, during which her mind reverts to a bestial nature comparable to that of a male dragon and she flies around visiting all the males she can find. At the end of this period, she will return to her home (and to her normal outlook) and lay a clutch of eggs—each of which will have a different father—and raise the young for the first five to ten years of their lives before they leave her lair to find their own homes.

Dragons of either gender can live for hundreds of years, and continue to grow for most of their life, although even a newly hatched dragon is still a formidable foe.

Dragons come in a variety of colours; black, blue, green, red and white. All colours of dragon can interbreed, and the colour of children is inherited from the father.

A dragon is able to use a breath weapon three times per day, each time doing an amount of damage equal to the dragon's current hit points. The shape of the breath weapon and the type of damage it does depend on the dragon's colour.

Line shaped breath attacks (from black or blue dragons) affect an area 200' long by 5' wide.

Cloud shaped breath attacks (from green dragons) affect an area with a 50' diameter and 30' height in front of the dragon's mouth. Cone shaped breath attacks (from red and white dragons) affect a conical area 150' long and 30' wide at the end.

Any creature in the area of the breath attack takes full damage unless it can make a saving throw *vs Breath Weapon* in which case it only takes half damage.

Dragon queens each have an additional breath weapon that they can use instead of their primary one, although they may still only use three breath attacks per day.

Crystal: This breath does normal cold damage, but additionally all unattended non-living items (as well as those worn or carried by creatures who failed their saving throws) in the area of the breath are turned to ice for a period of one hour. This ice will not melt, but may be broken or shattered. Any weapon or armour turned to ice will shatter when struck if a 1-5 is rolled on 1d6. Weapons that shatter do minimum damage and are useless thereafter. Armour that shatters falls off and becomes useless.

Darkness: This breath does normal acid damage, but any victim who fails their saving throw is also surrounded by a *Darkness* spell with a 15' radius that lasts for 1 round per hit die of the dragon (or until dispelled). The dragon can see through this darkness normally.

Disease: This breath does normal poison damage, but any target who fails their saving throw against it is also afflicted with a rotting disease. The target loses 1 hit point per 10 minutes, and is unaffected by healing spells until this disease is cured.

Table 18-3: Dragon Abilities by Age

Age	Armour Class	Hit Dice	Attack Bonus	Damage		Save As	Queen Magic-User Level	Treasure	XP	
				Claw	Bite				Normal	Queen
Very Young (1-5 years)	3	6** (27hp)	+6	1d4	2d8	Fighter 6th	2nd	H	950	1,075
Young (6-15 years)	1	8** (36hp)	+8	1d6	3d8	Fighter 8th	3rd	H	2,300	2,850
Sub-Adult (16-25 years)	-2	11** (50hp)	+10	2d4	6d6	Fighter 11th	5th	2xH	3,500	5,100
Young Adult (26-50 years)	-3	14*** (63hp)	+12	1d10+1	4d8+4	Fighter 28th	7th	3xH	3,500	5,500
Adult (51-100 years)	-3	16**** (72hp)	+13	1d10+2	3d8+8	Fighter 36th	10th	3xH	6,250	9,550
Old (101-200 years)	-4	18**** (81hp)	+14	1d10+3	3d10+8	Fighter 36th	12th	3xH, I	7,525	11,575
Very Old (201-400 years)	-5	20**** (90hp)	+15	1d12+2	4d8+8	Fighter 36th	15th	3xH , 2xI	9,575	16,775
Ancient (401+ years)	-6	22**** (99hp)	+16	4d4	6d6+8	Fighter 36th	18th	3xH,2xI	14,000	23,000

Table 18-4: Dragon Breath

Dragon Colour	Normal Breath	Queen Breath	Breath Shape
Black	Acid	Darkness	Line
Blue	Lightning	Vaporise	Line
Green	Poison Gas	Disease	Cloud
Red	Fire	Melt	Cone
White	Cold	Crystal	Cone

Any non-metal items on a target who failed their saving throw (or any unattended non-metal items breathed on) will rot away in 1d6x10 minutes unless a *Cure Disease* spell is used on them.

Melt: This breath does normal fire damage but additionally any items carried or worn by creatures that fail their saving throw (or any unattended items breathed on) will begin to melt or burn. Paper is destroyed instantly; cloth and leather is destroyed in one round; other non-metal items in two rounds; metal items in three rounds; and magic items of all types in four rounds (plus one round per point of magical "plus" in the case of weapons and armour). Magical items that bestow fire resistance take twice as long to melt. The melting of items can only be stopped by cooling them—either with water or magically.

Vaporise: This breath does normal lightning damage, but additionally any creatures that fail their saving throw (or any unattended items breathed on) turn to a gaseous form for ten minutes per hit dice of the breathing dragon. Such vaporised items and creatures are invisible and are unable to make any noise or affect any solid object. Living creatures can move at a speed of 20' per round if they concentrate.

In any of the above cases, a successful *Dispel Magic* (with the dragon's hit dice as the caster level) will remove the effect prematurely.

All dragons are immune to breath weapons of their own type, and automatically make saving throws (if applicable) to any damage of the same basic type as their own breath weapon.

Any dragon that is flying can perform a *Swoop* manoeuvre in combat which is identical to a *Charge* manoeuvre except that the attack does not have to come at the end of the move.

Dragon Turtle

Type:	Dragon
Habitat:	Ocean (Rare)
Wandering Group:	0 (Nil)
Lair Group:	1 (H)
Move:	10' (Swim: 30')
Armour Class:	-2
Hit Dice:	30* (135hp)
Attack Bonus:	+20
Attacks:	Claw (1d8) & Claw (1d8) & Bite (10d6)
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	None
Intelligence:	5
Morale:	10
XP Value:	9,000

Dragon turtles are aquatic relations of true dragons. Although not sapient, they are still rather cunning and have the dragons' love of treasure.

A dragon turtle is shaped like a huge sea turtle, but with the head of a dragon. Three times per day it can breathe a cloud of scalding steam in a 50' diameter sphere. This cloud of steam does damage equal to the dragon turtle's current hit point total to all within it, unless they can make a saving throw *vs Breath Weapon* in which case they only take half damage.

Dragon turtles normally live in deep water amongst the treasure laden wrecks of ships; occasionally rising up to sink a new ship to add to their collection.

Dragonian

Type:	Enchanted Dragon
Habitat:	Any (Rare)
Wandering Group:	1d4 (2xV)
Lair Group:	1d4 (E)
Move:	40' (Fly: 10')
Armour Class:	0*
Hit Dice:	4*** (18hp)
Attack Bonus:	+4
Attacks:	Claw (1d2) & Claw (1d2) & Bite (1d8)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	11
vs Dragon Breath:	14
vs Rod/Staff/Spell:	12
Alignment:	Chaotic
Intelligence:	10
Morale:	8
XP Value:	225

Dragonians are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, dragonians have no magic use or breath weapon. However, they are immune to all magic spells of 4th level or lower. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell.

Dragonians can change shape at will into an elf form, and in that form have the abilities of a 5th level thief.

Dragonians have little interest in human and demi-human society, but they are often found interacting with it as servants of true dragons; especially dragon queens.

Dragonian (Elemental)

Type:	Enchanted Dragon
Habitat:	Any (Rare)
Wandering Group:	1d4 (2xV)
Lair Group:	1d4 (E)
Move:	40’ (Fly: 10’)
Armour Class:	0*
Hit Dice:	6**** (27hp)
Attack Bonus:	+6
Attacks:	Claw (1d3) & Claw (1d3) & Bite (1d8+2)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	9
vs Dragon Breath:	12
vs Rod/Staff/Spell:	10
Alignment:	Chaotic
Intelligence:	10
Morale:	9
XP Value:	1,175

Dragonians are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, dragonians have no magic use or breath weapon. However, they are immune to all magic spells of 4th level or lower. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell. Additionally, elemental dragonians can only be hit by magical weapons.

Elemental dragonians can change shape at will into an elemental of a particular type, and in that form have the abilities of a 6 hit die elemental of that type.

Dragonians have little interest in human and demi-human society, but they are often found interacting with it as servants of true dragons; especially dragon queens.

Dragonian (Greater)

Type:	Enchanted Dragon
Habitat:	Any (Rare)
Wandering Group:	1d4 (2xV)
Lair Group:	1d4 (E)
Move:	40’ (Fly: 10’)
Armour Class:	0*
Hit Dice:	5*** (23hp)
Attack Bonus:	+5
Attacks:	Claw (1d2) & Claw (1d2) & Bite (2d4)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	10
vs Dragon Breath:	13
vs Rod/Staff/Spell:	11
Alignment:	Chaotic
Intelligence:	10
Morale:	8
XP Value:	550

Dragonians are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, dragonians have no magic use or breath weapon. However, they are immune to all magic spells of 4th level or lower. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell.

Greater dragonians can change shape at will into a dwarf form, and in that form have the abilities of a 5th level thief.

Dragonians have little interest in human and demi-human society, but they are often found interacting with it as servants of true dragons; especially dragon queens.

Dragonian (Lesser)

Type:	Enchanted Dragon
Habitat:	Any (Rare)
Wandering Group:	1d4 (2xV)
Lair Group:	1d4 (E)
Move:	40’ (Fly: 10’)
Armour Class:	0*
Hit Dice:	3*** (14hp)
Attack Bonus:	+3
Attacks:	Claw (1d2) & Claw (1d2) & Bite (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	12
vs Dragon Breath:	15
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	10
Morale:	8
XP Value:	225

Dragonians are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, dragonians have no magic use or breath weapon. However, they are immune to all magic spells of 4th level or lower. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell.

Lesser dragonians can change shape at will into a human form, and in that form have the abilities of a 5th level thief.

Dragonians have little interest in human and demi-human society, but they are often found interacting with it as servants of true dragons; especially dragon queens.

Dryad

Type:	Humanoid
Habitat:	Woods (Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d6 (D)
Move:	40’
Armour Class:	5
Hit Dice:	2* (9hp)
Attack Bonus:	+3
Attacks:	Staff {*1d6*}
Weapon Expertise:	Basic
vs Death/Poison:	9
vs Wand:	11
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	12
Alignment:	Neutral
Intelligence:	14
Morale:	6
XP Value:	25

Dryads are forest spirits who live inside trees. Although dryads are technically asexual, they always appear as beautiful females when they leave their trees.

A dryad can merge with or leave her tree at will, and can take others with her. Inside a dryad tree is a softly lit extra-dimensional space the size of a cottage (usually with furniture made of wood and soft leaves). People inside the tree can see out through windows, but there is no door and the windows are not apparent from the outside.

Dryads are usually peaceful and non-violent unless severely provoked. Their main defence is their ability to cast a *Charm Person* spell at will (with a –2 penalty to saving throws). They will normally charm attackers and persuade them to go off and do some deed that will help the dryad’s forest. Occasionally, a dryad will take a liking to a mortal and charm them into living in the tree with them and becoming their servant.

A dryad is inherently bound to her tree, and can only survive for ten minutes if taken more than 240’ away from it. Similarly, killing the tree will kill the dryad.

Dwarf

Type:	Demi-human
Habitat:	Mountains (Common)
Wandering Group:	1d6 (Q+S)
Lair Group:	5d8 (G)
Move:	20’
Armour Class:	4
Hit Dice:	1 (5hp)
Attack Bonus:	+1
Attacks:	Hammer (1d6)
Weapon Expertise:	Basic
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	13
vs Rod/Staff/Spell:	12
Alignment:	Lawful
Intelligence:	10
Morale:	10
XP Value:	10

Dwarves are slightly shorter than humans but are similar in weight due to their stockier build. Skin and hair colour shows the same range as humans, although both male and female dwarves tend to have slightly more facial and body hair than humans and both sexes usually sport beards.

Traditionally, dwarves live in mountainous areas near humans, where they live underground and use their mining and metal-working skills to make goods and tools that they can trade with the humans for food and textiles.

Dwarves are an inherently non-magical race, and possess no magic users or clerics of their own—not even being able to produce the lesser shamans that goblins and giants—their traditional enemies—are able to field in battle. However, this lack of magical ability makes dwarves much more resilient and able to resist magical attacks.

Efreeti (Greater, Amir)

Type:	Monster
Habitat:	Desert (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	40’ (Fly: 120’)
Armour Class:	-2*
Hit Dice:	20*** (90hp)
Attack Bonus:	+15
Attacks:	Fist (3d10) & Fist (3d10)
vs Death/Poison:	2
vs Wand:	2
vs Paralyse/Petrify:	2
vs Dragon Breath:	2
vs Rod/Staff/Spell:	2
Alignment:	Chaotic
Intelligence:	14
Morale:	11
XP Value:	7,775

Greeter efreet are the rulers of their lesser cousins. They appear as muscular and horned 30’ tall red skinned humans. They are highly magical, and can only be hurt by +2 weapons or better. As magical creatures of chaos, efreet are cruel and domineering.

A greater efreeti can transform in a single round into a pillar of flame 30’ tall and 5’ in diameter at the base. While in this form, the greater efreeti ignites all flammable objects within 15’ and does an additional 2d8 fire damage with its fist attacks.

In either form, a greater efreeti regenerates 2 hit points per round.

A greater efreeti can cast the following spells (as a 20th level caster if appropriate):

►*Create Food* 3xDay
►*Woodform* or *Clothform* 3xDay
►*Stoneform* or *Ironform* 3xDay
►*Invisibility* 3xDay
►*Wall of Fire* 3xDay
►Grant another’s *Wish* 1xDay
►*Explosive Cloud* 1xDay
►*Fireball* 1xDay

Efreeti (Lesser)

Type:	Monster
Habitat:	Desert (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	30' (Fly: 80')
Armour Class:	3
Hit Dice:	10* (45hp)
Attack Bonus:	+10
Attacks:	Fist (2d8)
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Chaotic
Intelligence:	14
Morale:	12
XP Value:	1,750

Efreet are desert dwelling spirits. They appear as muscular and horned 12' tall red skinned humans. As magical creatures of chaos, efreet are cruel and domineering.

An efreeti can transform over the course of five rounds into a pillar of flame 12' tall and 5' in diameter at the base. While in this form, the efreeti ignites all flammable objects within 5' and does an additional 1d8 fire damage with its fist attacks.

An efreeti can cast the following spells (as a 10th level caster if appropriate):
- *Create Food* 3xDay
- *Woodform* or *Clothform* 3xDay
- *Stoneform* or *Ironform* 3xDay
- *Invisibility* 3xDay
- *Wall of Fire* 3xDay

Eldritch Abomination

Type:	Exalted Extraplanar
Habitat:	Void (Very Rare) Aether (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	0 (Nil)
Move:	6 miles (or Voidspeed)
Armour Class:	-20*
Hit Dice:	150******* (675hp)
Attack Bonus:	+49
Attacks:	40 x Tentacle (1d100)
Power Reserve:	4,500
vs Spell Attacks	12
vs Physical Attacks	6
vs Mental Attacks	9
vs Power Attacks	8
Alignment:	Chaotic
Intelligence:	100
Morale:	11
XP Value:	202,500

An eldritch abomination is a creature of absolutely staggering size. It is a shifting horror of up to 25 miles across. Although the above statistics list the attack type of eldritch abominations as being via tentacles, eldritch abominations are remarkably varied in appearance and make-up, and may actually be striking with body parts other than tentacles. For example, some are clouds of smoky gas-like material; others appear crystalline or metallic; still others appear to be simply patches of colour of an indescribable hue. In truth, eldritch abominations are simply not made of the same sort of matter that we are, and our senses are only able to approximate their true forms.

Eldritch abominations are incredibly rare, and are almost never found within a celestial sphere. In fact the merest detection of an eldritch abomination near an inhabited sphere is enough to mobilise all the Immortals into action to try to defeat it or drive it away.

Eldritch abominations can spend their power points on all Immortal level spells. As exalted creatures they are immune to mortal level magic, and require +5 or better weapons to be hit. Additionally they have a 99% anti-magic against Immortal level magic.

Although an abomination is capable of making 40 attacks per round, it is unable to bring more than 20 attacks to bear against a single opponent at once.

Eldritch abominations come from some other part of the universe, where they seem to fulfil the same role that Immortals do in the local environment. They have all the abilities (to take on spirit form or mortal form and so on) that Immortals have.

Eldritch abominations seem to be somehow offended or repulsed by celestial spheres and the matter that comes from them, and will often try to destroy such things. However, they will usually completely ignore mortal level creatures that they encounter, as such small fry are completely below their notice (to the extent of simply ploughing through a ship and destroying it rather than moving out of the way).

However, some mad souls have very occasionally been known to make contact with an eldritch abomination and get themselves made into clerics in exchange for promises to aid the abomination in destroying the cleric's world.

Immortals fight an intermittent war with the eldritch abominations; driving them away from populated celestial spheres. Some Immortals have tried to communicate with eldritch abominations rather than fight them, but report that communication is almost impossible as there is little in terms of a common frame of reference to use as a basis for communication.

It is not known what the home of eldritch abominations is like. Immortals guess that they have something similar to celestial spheres (but which splits the luminiferous aether up in a completely different way to the ether/air/fire/earth/water split that we are used to) and that they maybe even have something similar to outer planes—but no-one has ever returned with reports of seeing such things.

Elemental

Type: Enchanted Extraplanar
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: Varies
Armour Class: Varies
Hit Dice: Varies
Attack Bonus: Varies
Attacks: Bash (Varies)
vs Death/Poison: Varies
vs Wand: Varies
vs Paralyse/Petrify: Varies
vs Dragon Breath: Varies
vs Rod/Staff/Spell: Varies
Alignment: Neutral
Intelligence: 9
Morale: 10
XP Value: Varies

Elementals are sapient creatures made of elemental matter from one of the elemental planes.

Elementals of all sizes exist on the elemental planes, but they all have common statistics.

An air elemental appears as a whirlwind that is 2' tall per hit die and 1' in diameter per two hit dice. Any creature of 2 hit dice or less that it hits in combat must make a saving throw *vs Death Ray* or be swept away. An air elemental does an extra 1d8 damage to any flying creature that it hits.

An earth elemental appears as a humanoid figure made of soil and gravel that is 1' tall per hit die. Earth elementals cannot cross water that is wider than their height. An earth elemental does an extra 1d8 damage to any creature it hits that is on the ground.

A fire elemental appears as a roughly conical bonfire 1' tall per hit die and 1' in diameter at the base per hit die. Fire elementals cannot cross water that is wider than their height. A fire elemental does an extra 1d8 damage to any cold-based creature.

Table 18-5: Elementals by Size

Hit Dice	Armour Class	Attack Bonus	Damage	Save As	XP Value
2 (9hp)	5	+3	1d2	Fighter 2nd	20
4 (18hp)	4	+4	1d4	Fighter 4th	75
6 (27hp)	3	+6	1d6	Fighter 6th	275
8 (36hp)	2	+8	1d8	Fighter 8th	650*
10 (45hp)	1	+10	2d6	Fighter 10th	1,000
12 (54hp)	0	+11	2d8	Fighter 12th	1,250**
14 (63hp)	-1	+12	2d10	Fighter 14th	1,500
16 (72hp)	-2	+13	3d8	Fighter 16th	1,850***
18 (81hp)	-3	+14	3d10	Fighter 18th	2,125
20 (90hp)	-4	+15	4d8	Fighter 20th	2,375
22 (99hp)	-5	+16	5d8	Fighter 22nd	2,750
24 (108hp)	-6	+17	6d8	Fighter 24th	3,250
26 (117hp)	-7	+18	7d8	Fighter 26th	3,750
28 (126hp)	-8	+19	8d8	Fighter 28th	4,250
30 (135hp)	-9	+20	9d8	Fighter 30th	4,750
32 (144hp)	-10	+21	10d8	Fighter 32nd	5,250
40*** (180hp)	-11*	+27	8d12	Fighter 36th	27,500
50*** (225hp)	-12*	+37	9d12	Fighter 36th	37,500
60*** (270hp)	-13*	+42	10d12	Fighter 36th	47,500
70*** (315hp)	-14*	+44	11d12	Fighter 36th	57,500
80*** (360hp)	-15*	+46	12d12	Fighter 36th	67,500

* Size of elemental conjured by staff
** Size of elemental conjured by device
*** Size of elemental conjured by spell

A water elemental appears as a wave of water 1' tall per two hit dice and 1' wide per hit dice. Water elementals cannot move more than 60' from a body of water. A water elemental does an extra 1d8 damage to any creature it hits that is in water.

When an elemental is hit by damage from a source that it takes double damage from, it can make a saving throw *vs Spells* to only take normal damage instead. Although elementals of each type are shown on *table 18-6* as taking normal damage from their own element, this applies only to magical damage or attacks from other elementals, and does not apply to mundane environmental damage.

An elemental does not take any environmental damage from its own element.

Elementals are ruled by massive emperors of at least 40 hit dice. These rulers are *Exalted* beings that can only be affected by +4 or better weapons or 6th level or higher spells. They are immune to poison, *Charm* and *Hold* effects, illusions, and any spell that would cause instant death.

Elemental rulers are twice the size that their hit dice would otherwise indicate, and any creature hit by one must make a saving throw *vs Death Ray* or be crushed and killed by the blow.

Table 18-6: Elementals by Element

Element	Move	Damage		
		Double	Normal	Minimum
Air	Fly: 120'	Earth	Air, Fire	Water
Earth	20'	Fire	Earth, Water	Air
Fire	40'	Water	Fire, Air	Earth
Water	20' (Swim: 60')	Air	Water, Earth	Fire

Elephant

Type:	Animal
Habitat:	Grassland (Common)
Wandering Group:	1 (Nil)
Lair Group:	3d8 (Nil)
Move:	40’
Armour Class:	5
Hit Dice:	9* (41hp)
Attack Bonus:	+9
Attacks:	Tusk (2d4) & Tusk (2d4) or Trample (4d8)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	1,600

Elephants are large mammals with prehensile trunks.

While normally peaceful, elephants do not hesitate to defend themselves or their young from potential attack.

Although elephants have no listed treasure, the tusks of an adult (of either sex) can be sold for approximately 1,000gp.

Elephants are capable of making *Charge* attacks in combat.

Elephant (Prehistoric)

Type:	Animal
Habitat:	Grassland (Rare)
Wandering Group:	1 (Nil)
Lair Group:	2d8 (Nil)
Move:	40’
Armour Class:	3
Hit Dice:	15 (68hp)
Attack Bonus:	+12
Attacks:	Tusk (2d6) & Tusk (2d6) or Trample (4d8)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	1,650

Prehistoric elephants are large elephants with long woolly hair that are primarily found in “lost world” areas.

While normally peaceful, prehistoric elephants do not hesitate to defend themselves or their young from potential attack.

Although prehistoric elephants have no listed treasure, the tusks of an adult (of either sex) can be sold for approximately 1,500gp.

Prehistoric elephants are capable of making *Charge* attacks in combat.

Elf

Type:	Demi-human
Habitat:	Woods (Common)
Wandering Group:	1d4 (S+T)
Lair Group:	4d12 (E)
Move:	40’
Armour Class:	5
Hit Dice:	1* (5hp)
Attack Bonus:	+1
Attacks:	Bow {*1d6*}
Weapon Expertise:	Basic
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	13
vs Dragon Breath:	15
vs Rod/Staff/Spell:	15
Alignment:	Chaotic
Intelligence:	13
Morale:	8
XP Value:	6

Elves are more slender and graceful than humans, but they are approximately the same height. Although elves show a similar range of skin colours to those of humans in terms of shade, the hue of their skin tends to be more yellow-brown than that of humans giving them a colouration resembling that of wood anywhere from light pine through to dark ebony. The ears of elves are pointed.

Elves have no body or facial hair, although the hair on their heads is luxuriant, and changes colour throughout their life like the colours of leaves change through seasons—starting a light green and slowly darkening, as the elf matures before changing to brown, gold and red in old age.

Elves are naturally magical creatures, and all elves are capable of casting at least one 1st level spell.

Despite their inherent magic elves are unable to become clerics or shamans.

Face Stealer

Type: Monster
Habitat: Barren (Very Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 0 (Nil)
Move: 60’
Armour Class: -4
Hit Dice: 10* (45hp)
Attack Bonus: +10
Attacks: Touch (Special)
vs Death/Poison: 7
vs Wand: 8
vs Paralyse/Petrify: 9
vs Dragon Breath: 10
vs Rod/Staff/Spell: 11
Alignment: Chaotic
Intelligence: 10
Morale: 11
XP Value: 1,750

Face stealers are athletic and acrobatic monkeys, about the size of a human child.

Although apparently sapient, they are completely manic and rarely stop leaping around and screaming incoherently when in the presence of other sapient creatures.

Face stealers get their name from their unique ability to steal the senses (and facial features) of other humanoids. When a face stealer touches a humanoid, it will steal one of their senses. The relevant feature of the face stealer’s face or hands will change to match that of the victim and the victim’s feature will change to that formerly of the face stealer. If the victim can make a saving throw *vs Spells* then the transformation only lasts for 2d6 rounds, otherwise the transformation will be permanent until the victim receives a *Restore* spell.

The sense stolen will be random, but a face stealer will not steal a sense and feature that it already has a (temporary or permanent) copy of.

The senses and features that a Face Stealer can steal are:

Taste: The face stealer swaps mouth with the victim. The victim can no longer taste anything.

Smell: The face stealer swaps nose with the victim. The victim can no longer smell. This makes the victim immune to effects that rely on smell (such as the effect of foul odours) but also gives them a –1 penalty to surprise rolls.

Hearing: The face stealer swaps ears with the victim. The victim is now deaf.

Touch: The face stealer swaps fingers with the victim. The victim loses their sense of touch and their dexterity drops by 4 points.

Sight: The face stealer swaps eyes with the victim. The victim is now blind.

Sixth Sense: The face stealer swaps skin colour with the victim. The victim may no longer use *ESP*, *Crystal Balls*, or *Telepathy* effects.

Once a face stealer has gained a full set of senses it will flee combat. Killing the face stealer has no effect on swapped body parts and lost senses. A *Restore* spell will recover them regardless of whether or not the face stealer is still alive.

Faerie

Type: Humanoid
Habitat: Any (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 5d8+20 (Nil)
Move: 40’ (Fly: 80’)
Armour Class: 5
Hit Dice: 1+1* (6hp)
Attack Bonus: +2
Attacks: Dagger {1d4}
Weapon Expertise: Basic
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 13
vs Dragon Breath: 15
vs Rod/Staff/Spell: 15
Alignment: Any
Intelligence: 13
Morale: 9
XP Value: 19

Faeries are 2’ tall, lightly built winged humanoids that live in natural places.

Faeries are naturally invisible, and can easily see other invisible creatures. They can turn into gaseous form (as the potion) at will, and can create minor weather effects (fog, breeze, drizzle, even light snow) in a 10’ radius.

Faeries usually prefer to simply fly around and bask in the sun (despite their invisibility); although they can sometimes be either helpful or mischievous to strangers as the mood takes them.

Faeries are often found around small villages where the peasants leave them food and drink in exchange for their performing small tasks, but they avoid larger towns and cities.

Ferret (Giant)

Type:	Animal
Habitat:	Woods (Common)
Wandering Group:	1d8 (Nil)
Lair Group:	1d12 (Nil)
Move:	50’
Armour Class:	5
Hit Dice:	1+1 (6hp)
Attack Bonus:	+2
Attacks:	Bite (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	15

Giant ferrets are slender mammals with brown or creamy fur that reach about 3’ long.

Giant ferrets are inquisitive and friendly creatures, that are generally omnivorous (although they particularly like eating giant rats). However, if not treated well they rapidly become frustrated and angry, and this makes them less suitable as companion animals or pets.

Fireslime

Type:	Ooze
Habitat:	Underground (Very Rare)
Wandering Group:	1d3 (Nil)
Lair Group:	2d4 (Nil)
Move:	30’
Armour Class:	5
Hit Dice:	9 (41hp)
Attack Bonus:	+9
Attacks:	Bash (Special) & Bash (Special) & Bash (Special)
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	None
Intelligence:	0
Morale:	12
XP Value:	900

Fire slime is a bright red/orange glowing gelatinous ooze that is incredibly hot.

As it is semi-liquid, it is able to pass through small cracks and fissures. It can sense movement within 60’ and will mindlessly attack any creatures it detects.

The fireslime bashes with pseudopodia that do 4d6 physical damage to creatures struck plus leave a layer of hot slime on the target. This layer of slime does 3d6 fire damage per round for a further 1d4 rounds.

If the fireslime hits a target again before the previous slime has burnt out then the fire damage does not stack but the duration before it burns out does.

Fireslime is immune to fire and to all mental attacks, but takes double damage from all cold-based attacks.

Fish (Giant Bass)

Type:	Animal
Habitat:	River (Common)
Wandering Group:	0 (Nil)
Lair Group:	2d4 (Nil)
Move:	40’
Armour Class:	7
Hit Dice:	2 (9hp)
Attack Bonus:	+3
Attacks:	Bite (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	1
Morale:	8
XP Value:	20

Giant bass are common in rivers, although they are rarely aggressive against creatures larger than a halfling.

Fish (Giant Stonefish)

Type:	Animal
Habitat:	Ocean (Common)
Wandering Group:	0 (Nil)
Lair Group:	2d4 (Nil)
Move:	60’
Armour Class:	7
Hit Dice:	5+5* (28hp)
Attack Bonus:	+6
Attacks:	Spine (1d4 + Poison)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	1
Morale:	8
XP Value:	400

Stonefish are spiked fish that look remarkably like rocks and coral when still. There is a 70% chance of such misidentification.

They hunt by waiting in ambush and then snapping at other small fish, and will not attack larger creatures.

However, anyone who stands on the “rock” that is actually the stonefish will be automatically struck by four of the fish’s poisonous spines. Each spine does 1d4 damage and the victim must make a saving throw *vs Poison* or die.

If pressed and unable to escape, the fish will actively try to hit a target with one of its spines at normal to-hit chances.

Fish (Giant Sturgeon)

Type:	Animal
Habitat:	River (Rare) Ocean (Rare)
Wandering Group:	0 (Nil)
Lair Group:	2d10 (Nil)
Move:	60’
Armour Class:	0
Hit Dice:	10+2 (47hp)
Attack Bonus:	+10
Attacks:	Bite (2d10)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	None
Intelligence:	1
Morale:	9
XP Value:	1,900

Giant sturgeons are aggressive fish which will attack swimmers.

If a giant sturgeon hits an opponent of human size or less with a natural roll of 18 or better, the opponent is swallowed.

Swallowed opponents take 2d6 damage per round, and must make a saving throw *vs Death* each round to be able to attack the fish from the inside for that round.

Floating Horror

Type:	Monster
Habitat:	Underground (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1 (L, N, O)
Move:	10’
Armour Class:	Special
Hit Dice:	11***** (Special)
Attack Bonus:	+10
Attacks:	Bite (2d6) & Special
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	10
vs Dragon Breath:	13
vs Rod/Staff/Spell:	10
Alignment:	Chaotic
Intelligence:	16
Morale:	12
XP Value:	5,100

A floating horror is a strange creature. It consists of ten tentacles in a rough ball shape about the size of a human. Each tentacle ends with lipless mouth, and there is another beak-like mouth in the centre of the creature. A floating horror has no visible eyes or means of locomotion, although it is able to see and able to levitate and fly. The flight of a floating horror is not magical, and is not affected by anti-magic or any kind of dispel.

Floating Horrors are domineering creatures who seem to delight in power over others for its own sake. A floating horror can speak in a multitude of simultaneous voices, but will rarely do so other than to order minions about.

Although a floating horror can bite with its main mouth, its main attacks are the rays that it can project from its various mouths.

The main mouth projects an anti-magic effect to a range of 60’ in front of the creature. Each of the other mouths on the end of a tentacle projects a different kind of spell-like effect.

The spell-like powers of the lesser mouths are:

- ►*Charm Person*
- ►*Charm Monster*
- ►*Sleep*
- ►*Telekinesis*
- ►*Flesh to Stone*
- ►*Disintegrate*
- ►*Cause Fear*
- ►*Slow*
- ►*Cause Serious Wounds*
- ►*Death Spell*

Each mouth can project its spell once per round, although even by twisting its body, a floating horror can only get a maximum of four mouths to point at any given target at once. None of the spell effects from the lesser mouths can affect creatures directly in front of the floating horror, since the anti-magic ray from its main mouth suppresses them.

When attacking a floating horror, a character can choose to attack the body, the beak, or a tentacle.

The body is armour class 0 and has 50 hit points. Removing all these hit points will kill the floating horror.

The beak is armour class 2 and has 20 hit points. Removing all these hit points will prevent the floating horror from using its anti-magic but will not kill it.

The tentacles are armour class 7 and have 12 hit points each. Removing all the hit points from one tentacle will prevent the floating horror from using that tentacle's spell like effect. However, attacks targeting tentacles will always hit a random tentacle.

Area effect attacks will always do damage to the body.

Floating Undead Horror

Type:	Undead Monster
Habitat:	Underground (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1 (Lx2,Nx2,Ox2)
Move:	20'
Armour Class:	Special
Hit Dice:	20******* (Special)
Attack Bonus:	+15
Attacks:	Bite (2d10) & Special
vs Death/Poison:	6
vs Wand:	7
vs Paralyse/Petrify:	6
vs Dragon Breath:	9
vs Rod/Staff/Spell:	5
Alignment:	Chaotic
Intelligence:	16
Morale:	12
XP Value:	14,975

It is not known how floating horrors become undead, but they can do so—and the result is even more horrific.

A floating undead horror can only be hit by +2 weapons or better, and is immune to all *Charm*, *Hold*, and *Sleep* effects as well as illusions, death rays and poison. A floating undead horror is turned as if a Nightshade.

A floating undead horror can turn into *Gaseous Form* at will, in which state it can not attack or use its spell like abilities but it can only be hurt by magical abilities that affect air.

A floating undead horror regenerates 3 hit points per round, and when its body is reduced to 0 hit points it is forced into *Gaseous Form* until it can rest in complete darkness for at least one hour. Any further damage done to the floating undead horror during this time (which can only be done by spells that affect air) will kill it.

The main beak of a floating undead horror projects a cone of *Reflection*. Any spell or *Turn Undead* attempt that is cast within this cone will be reflected back on its caster.

In the case of *Turn Undead* attempts, the turning cleric must make a saving throw *vs Spells* or flee in terror for 2d6 rounds.

The lesser mouths of a floating undead horror can project the following effects:

- ►*Animate Dead*
- ►*Charm Monster*
- ►*Continual Darkness*
- ►*Death Spell*
- ►*Energy Drain* (1 level)
- ►*Energy Drain* (2 levels)
- ►*Paralysis* (as a ghoul)
- ►*Animate Object*
- ►*Dispel Magic*
- ►*Telekinesis*

Each mouth can project its spell once per round, although even by twisting its body, a floating undead horror can only get a maximum of four mouths to point at any given target at once. None of the spell effects from the lesser mouths can affect creatures directly in front of the floating horror, since the anti-magic ray from its main mouth suppresses them.

When attacking a floating undead horror, a character can choose to attack the body, the beak, or a tentacle.

The body is armour class –4 and has 90 hit points. Removing all these hit points will force the floating undead horror into *Gaseous Form*.

The beak is armour class -2 and has 30 hit points. Removing all these hit points will prevent the floating undead horror from using its *Reflection* ability but will not kill it.

The tentacles are armour class 3 and have 20 hit points each. Removing all the hit points from one tentacle will prevent the floating undead horror from using that tentacle's spell like effect. However, attacks targeting tentacles will always hit a random tentacle.

Area effect attacks will always do damage to the body.

Gargoyle

Type: Enchanted Construct
Habitat: Ruins (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d4 (C)
Move: 30’ (Fly: 50’)
Armour Class: 5*
Hit Dice: 4** (18hp)
Attack Bonus: +4
Attacks: Claw (1d3) & Claw (1d3) & Bite (1d6) & Horn (1d4)
vs Death/Poison: 8
vs Wand: 9
vs Paralyse/Petrify: 10
vs Dragon Breath: 11
vs Rod/Staff/Spell: 12
Alignment: Chaotic
Intelligence: 5
Morale: 11
XP Value: 175

Of all the types of construct, gargoyles are the most intelligent and the most prone to gaining free will if left without an owner.

A gargoyle is usually made of stone and looks like a winged and horned humanoid figure. Despite their weight, they can fly clumsily yet quickly.

Because gargoyles are usually created as guards, they are prone to be very territorial when rogue, attacking anyone who approaches their lair.

A gargoyle is immune to *Sleep* and *Charm* spells, and can only be hit by magical weapons.

Gelatinous Cube

Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (V)
Lair Group: 0 (Nil)
Move: 20’
Armour Class: 8*
Hit Dice: 4* (18hp)
Attack Bonus: +4
Attacks: Touch (2d4 + Paralysis)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 125

A gelatinous cube is exactly what the name implies, a large blob of transparent oozing slime. Although not naturally cubic, these oozes feed by scraping detritus from the floor, walls and ceiling, and therefore often end up in a cubic shape as they press into the corners of a corridor. When filling a corridor like this, gelatinous cubes are often hard to see, and surprise opponents on a roll of 1-4 on a d6.

A gelatinous cube will attack any creatures it encounters, bashing them with pseudopodia that paralyse anyone hit for 2d4x10 minutes unless they can make a saving throw *vs Paralysis*. The cube will keep attacking until either it is dead or all enemies are dead, and then it will roll over the paralysed victims and start digesting them.

Although unintelligent, a gelatinous cub will often have bits of indigestible treasure embedded in it.

Gelatinous cubes are immune to cold and lightning based attacks.

Ghast

Type: Undead
Habitat: Barren (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d10 (C)
Move: 40’
Armour Class: 6
Hit Dice: 3** (14hp)
Attack Bonus: +3
Attacks: Claw (1d3 + Paralyse) & Claw (1d3 + Paralyse)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 6
Morale: 10
XP Value: 65

A ghast is a stronger, quicker and more dangerous version of a ghoul. They are turned as if they are Wights.

Ghasts look just like ghouls, and have been known to lead packs of ghouls due to their intelligence.

Any ogre-sized or smaller creature touched by a ghast must make a saving throw *vs Paralysis* or be paralysed for 2d4x10 minutes. Elves are immune to this paralysis.

Although ghasts have more intelligence than ghouls and more memories of when they were alive, they are still primarily motivated by hunger, and still do not speak.

Their constant hunger compels them to kill and eat, although they have been seen to show remorse for their actions, and can sometimes be found wailing and crying at their fate.

Ghasts regenerate 1 hit point per round until slain.

Ghoul

Type:	Undead
Habitat:	Barren (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	2d8 (B)
Move:	30’
Armour Class:	6
Hit Dice:	2* (9hp)
Attack Bonus:	+3
Attacks:	Claw (1d3 + Paralyse) & Claw (1d3 + Paralyse) & Bite (1d3 + Paralyse)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	3
Morale:	9
XP Value:	25

A ghoul is an undead creature that eats carrion and rotten meat. As an undead, they are immune to *Sleep* and *Charm* spells.

Ghouls look like zombies when standing still, although they are much more agile, capable of climbing and running at full speed.

Any ogre-sized or smaller creature touched by a ghoul must make a saving throw *vs Paralysis* or be paralysed for 2d4x10 minutes. Elves are immune to this paralysis.

Ghouls have a level of animal cunning approximately equal to that of dogs, although they have only vague memories of their lives and they cannot speak.

A ghoul’s normal hunting tactic is to ignore paralysed opponents until there are no more moving ones left, and then kill all the paralysed victims and leave their corpses to rot into an edible state.

Giant (Cloud)

Type:	Giant
Habitat:	Mountains (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d3 (E+5,000gp)
Move:	40’
Armour Class:	4 {*-4 vs 3*}
Hit Dice:	13*** (59hp)
Attack Bonus:	+11 {*+8*}
Attacks:	Mace (6d6) or Rock (3d6)
Weapon Expertise:	Grand Master {*Hurl Range: 10/20/30*}
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Neutral
Intelligence:	16
Morale:	10
XP Value:	4,200

Cloud giants are fierce and territorial humanoids 20’ tall with white skin and hair and keen senses. They live on top of mountains above the cloud line, and often keep small rocs (1d6) or dire wolves (6d6) as pets.

Cloud giants have keen senses, and are only surprised on a roll of 1 on 1d6. They can throw rocks (range: 60/130/200) at opponents who are outside melee range.

Cloud giants tend to be loners, and dislike being disturbed—although they don’t automatically attack intruders into their territory they will usually hint strongly that such intruders should leave as soon as they are able.

Cloud giants can be shamans (to 10th level) or sorcerers (to 10th level).

Giant (Fire)

Type:	Giant
Habitat:	Mountains (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d3 (E+5,000gp)
Move:	40’
Armour Class:	4 {*-4 vs 3*}
Hit Dice:	11+2*** (52hp)
Attack Bonus:	+11 {*+8*}
Attacks:	Sword (5d6) or Rock (3d6)
Weapon Expertise:	Grand Master {*Deflect x 3*} {*Disarm at –4*} {*Hurl Range: 5/10/15*}
vs Death/Poison:	6
vs Wand:	7
vs Paralyse/Petrify:	8
vs Dragon Breath:	9
vs Rod/Staff/Spell:	10
Alignment:	Chaotic
Intelligence:	13
Morale:	19
XP Value:	3,875

Fire giants stand 16’ tall and have dark red skin and black hair. They live in or near volcanoes, and are immune to fire and fire based attacks. Fire giants usually keep hydras (1d3) or hellhounds (3d6) as pets.

They can throw rocks (range: 60/130/200) at opponents who are outside melee range.

Fire giants love to fight and make war, usually against their frost giant rivals, but often against each other. When not actually fighting, fire giants show great hospitality, carousing and partying with visitors and guests.

Fire giants are excellent blacksmiths, and will often trade metal goods—particularly arms and armour—with their neighbours when not at war with them.

Fire giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant (Frost)

Type:	Giant
Habitat:	Mountains (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d4 (E+5,000gp)
Move:	40’
Armour Class:	4
Hit Dice:	10+2** (46hp)
Attack Bonus:	+10 {*+4*}
Attacks:	Axe (4d6) or Rock (3d6)
Weapon Expertise:	Master {*Delay*} {*Stun*} {*Hurl Range: -/5/10*}
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	Chaotic
Intelligence:	14
Morale:	9
XP Value:	3,875

Frost giants stand 18’ tall and have pale blue skin and white or yellow hair. They live in mountains above the snow line and in polar regions, and are immune to cold and cold based attacks. Frost giants usually keep polar bears (3d6) or wolves (6d6) as pets.

They can throw rocks (range: 60/130/200) at opponents who are outside melee range.

Frost giants try to be empire builders, dominating all the other races in their area. Providing visitors show the deference that they think is due to them, frost giants are welcoming. They love to show off their prestige and power.

Frost giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant (Hill)

Type:	Giant
Habitat:	Hills (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (E+5,000gp)
Move:	40’
Armour Class:	4 {*-2 vs 2*}
Hit Dice:	8* (36hp)
Attack Bonus:	+8 {*+2*}
Attacks:	Club (2d8) or Rock (3d6)
Weapon Expertise:	Expert {*Deflect x 1*} {*Hurl Range: -/15/25*}
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	Chaotic
Intelligence:	7
Morale:	8
XP Value:	1,200

Hill giants are 12’ tall, hairy and rather dim witted. They live in roughly made cottages in hills, and tend to wear animal skins and use natural clubs.

They can throw rocks (range: 30/60/100) at opponents who are outside melee range.

Hill giants are cantankerous and belligerent, and often take to minor banditry or raiding, since they haven’t the patience for farming and herding.

However, they love flattery and tributes (particularly of alcohol); and this will often keep them pacified and away from trouble.

Hill giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant (Stone)

Type:	Giant
Habitat:	Mountains (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d6 (E+5,000gp)
Move:	40’
Armour Class:	4 {*-2 vs 2*}
Hit Dice:	9* (41hp)
Attack Bonus:	+9 {*+2*}
Attacks:	Club (3d6) or Rock (3d6)
Weapon Expertise:	Expert {*Deflect x 1*} {*Hurl Range: -/15/25*}
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	Neutral
Intelligence:	10
Morale:	9
XP Value:	1,600

Stone giants are 14’ tall and have grey skin and no hair. They live in cave systems inside mountains, and often use stalactites as clubs. They often have cave bears (1d4) as pets.

They can throw rocks (range: 100/200/300) at opponents who are outside melee range.

Stone giants are calm and patient, and rarely get involved with outsiders unless provoked. They often mine gems, and show surprising dexterity for their size when it comes to cutting and polishing them.

Stone giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant (Storm)

Type: Giant
Habitat: Mountains (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (E+5,000gp)
Move: 50'
Armour Class: 2 {*-4 vs 4*}
Hit Dice: 15**** (68hp)
Attack Bonus: +12 {*+8*}
Attacks: Staff (8d6) or Rock (3d6)
Weapon Expertise: Grand Master {*Deflect x 4*}
vs Death/Poison: 6
vs Wand: 6
vs Paralyse/Petrify: 7
vs Dragon Breath: 8
vs Rod/Staff/Spell: 9
Alignment: Lawful
Intelligence: 18
Morale: 10
XP Value: 6,250

Storm giants stand an impressive 22' tall, and have bronze skin and red or yellow hair. They live on the highest mountain peaks and keep griffons (2d4) as pets.

Storm giants can summon a storm, taking ten minutes for it to form, and if in a storm (either a summoned one or a natural one) they can throw lightning bolts once per five rounds. Each lightning bolt does damage equal to the giant's current hit points, but anyone who makes a saving throw *vs Spells* will take only half damage. Storm giants are immune to lightning and lightning damage.

They can throw rocks (range: 150/300/450) at opponents who are outside melee range, if no lightning is available.

Storm giants are cultured and civilised, and tend to be friendly to those who visit them and freely offer advice and wisdom. They rarely get visitors, due to the inaccessible locations they live in. Storm giants can be shamans (to 10th level) or sorcerers (to 10th level).

Gnoll

Type: Humanoid
Habitat: Hill (Common) Barren (Common)
Wandering Group: 1d6 (P)
Lair Group: 3d6 (D)
Move: 30'
Armour Class: 5
Hit Dice: 2
Attack Bonus: +3
Attacks: Sword (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: Chaotic
Intelligence: 7
Morale: 8
XP Value: 20

Gnolls are fierce tribal humanoids with furred bodies and the heads (and markings) of hyenas. Gnolls are constantly hungry, and will eat almost anything; including each other.

Gnolls are bullies and respect only strength. They practically never trade, taking whatever weapons and livestock they can steal instead.

While not the brightest of humanoids, they are smart enough to mostly keep away from civilised areas and to keep their raids of such areas to a minimum.

Some exceptional gnolls can become shamans (to 6th level) or sorcerers (to 4th level).

Gnome

Type: Humanoid
Habitat: Clear (Common)
Wandering Group: 1d8 (P)
Lair Group: 5d8 (C)
Move: 20'
Armour Class: 5
Hit Dice: 1 (5hp)
Attack Bonus: +1
Attacks: Hammer (1d6) or Pistol (1d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 14
vs Dragon Breath: 16
vs Rod/Staff/Spell: 15
Alignment: Lawful
Intelligence: 11
Morale: 8
XP Value: 10

Gnomes are small (3' to 4') humanoids distantly related to dwarves. They look like small humans with long noses and beards but bald heads. Like dwarves, the women have beards like the men, and all gnomes have *Heatvision*.

Gnomes are excellent miners, specialising in mining gems and red powder.

Gnomes are excellent tinkerers and inventors, and love anything mechanical. They are very proud of the fact that guns are a gnomish invention.

Unlike their dwarven cousins, gnomes are very magical. They may use any magic item (even those normally only usable by a particular class) and may become shamans (to 12th level) or sorcerers (to 12th level).

Goblin

Type:	Humanoid
Habitat:	Woods (Common) Hills (Common) Mountains (Common)
Wandering Group:	2d6 (R)
Lair Group:	6d10 (C)
Move:	30’
Armour Class:	6
Hit Dice:	1-1 (4hp)
Attack Bonus:	+1
Attacks:	Sword (1d6)
vs Death/Poison:	13
vs Wand:	14
vs Paralyse/Petrify:	15
vs Dragon Breath:	16
vs Rod/Staff/Spell:	17
Alignment:	Chaotic
Intelligence:	9
Morale:	7
XP Value:	5

Goblins are small (3’-4’ tall) green humanoids with pointed ears and noses. Their red eyes glow softly when there is no light, giving them *Heatvision*. However, in daylight they have a –1 penalty on all actions because of the brightness. Because of this light sensitivity, goblins are nocturnal.

Goblins tend to be cowardly, whiny and snivelling, and are easily bullied; but will take every opportunity to be the bullies themselves.

Goblins can make excellent shamans (to level 8) and sorcerers (to level 6). These goblin spell casters usually rule a goblin tribe by exploiting the fear that the rest of the tribe have of their magic.

Golem (Clay)

Type:	Enchanted Construct
Habitat:	Any (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	1d6 (Nil)
Move:	30’
Armour Class:	4
Hit Dice:	3 (14hp)
Attack Bonus:	+3
Attacks:	Bash (1d6) & Bash (1d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Lawful
Intelligence:	7
Morale:	11
XP Value:	35

Clay golems are enchanted constructs made from a humanoid figure sculpted from clay. A stationary clay golem cannot be distinguished from a terracotta statue.

As constructs, they are immune to *Sleep* and *Charm* spells.

Golems are the most commonly encountered type of construct, and are somewhat more intelligent than most other constructs, and while unable to speak; they are able to follow more complex orders.

Golem (Iron)

Type:	Enchanted Construct
Habitat:	Any (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (Nil)
Move:	10’
Armour Class:	2*
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Bash (1d8) & Bash (1d8)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	7
Morale:	11
XP Value:	125

Iron golems are enchanted constructs made from a humanoid figure sculpted from iron or steel. A stationary iron golem cannot be distinguished from an iron or steel statue.

As constructs, they are immune to *Sleep* and *Charm* spells.

Golems are the most commonly encountered type of construct, and are somewhat more intelligent than most other constructs, and while unable to speak; they are able to follow more complex orders.

When an iron golem is struck with a non-magical metal weapon, the attacker must make a saving throw *vs Spells* or the weapon will be become stuck in the golem. A stuck weapon can not be removed until the golem is destroyed. Should the golem not be destroyed, the weapon will be absorbed into the golem’s body over a period of time.

Golem (Stone)

Type:	Enchanted Construct
Habitat:	Any (Common)
Wandering Group:	1d3 (Nil)
Lair Group:	1d3 (Nil)
Move:	20’
Armour Class:	4
Hit Dice:	5* (23hp)
Attack Bonus:	+5
Attacks:	Squirt (2d6) & Squirt (2d6) or Bash (2d6) & Bash (2d6)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Chaotic
Intelligence:	7
Morale:	11
XP Value:	300

Stone golems are enchanted constructs made from a humanoid figure sculpted from stone. A stationary stone golem cannot be distinguished from a normal stone statue.

As constructs, they are immune to *Sleep* and *Charm* spells.

Golems are the most commonly encountered type of construct, and are somewhat more intelligent than most other constructs, and while unable to speak; they are able to follow more complex orders.

A stone golem attacks by squirting magma from its fingertips at opponents within 20’, or simply bashing those that come within melee range.

Gorgon

Type:	Monster
Habitat:	Clear (Very Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d4 (E)
Move:	40’
Armour Class:	2
Hit Dice:	8* (36hp)
Attack Bonus:	+8
Attacks:	Horn (2d6) or Special
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	1
Morale:	8
XP Value:	1,200

Gorgons are magical creatures that look like bulls with iridescent metal scales. They have a bull-like temperament, normally ignoring creatures it sees but not hesitating to attack anything that looks threatening or gets too close.

Gorgons may either attack with their horns (they may do a *Charge* action) or by breathing out a cloud of vapour which is 60’ long and 10’ wide.

All those within the cloud must make a saving throw *vs Breath Weapon* or be turned to stone.

Gorgons are immune to their own breath weapons and to any other attack which turns its victim to stone.

Green Slime

Type:	Ooze
Habitat:	Underground (Common)
Wandering Group:	1 (P+S)
Lair Group:	1 (B)
Move:	1’
Armour Class:	Special*
Hit Dice:	2** (9hp)
Attack Bonus:	+3
Attacks:	Special
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	7
XP Value:	30

A green slime is an ooze of a virulent green colour. It can crawl up walls and along ceilings, and will often drop from ceilings in a surprise attack.

Green slime can be automatically hit by any attack, although it can only be harmed by fire and cold attacks. A *Cure Disease* spell will kill a green slime with no saving throw.

Green slime is highly caustic, and can dissolve leather or cloth in a single round, or wood or metal in six rounds.

Green slime attacks by attaching itself to a victim, and then dissolving its way through the victim’s clothing or armour until it reaches the victim’s flesh. Once on the victim’s flesh, it will dissolve the victim in 1d4 rounds turning it into more green slime.

Once a green slime is attached to a victim, any fire or cold attack done to it will do half damage to the slime and half damage to the victim. Attacks with an area of effect (for example *Fireball* spells) will do full damage to both slime and victim.

Gremlin

Type: Monster
Habitat: Any (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 40’
Armour Class: 7*
Hit Dice: 1** (5hp)
Attack Bonus: +1
Attacks: Special
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 13
vs Dragon Breath: 15
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 9
Morale: 12
XP Value: 16

Gremlins are small (3’ to 4’) green humanoids that bear a striking resemblance to goblins, although they are rarely found together.

Gremlins radiate an aura of chaos within 20’. Within that area, anyone who takes any kind of physical action (e.g. using a skill, or casting a spell, or making an attack) must make a saving throw *vs Spells* or have the action fail.

Gremlins are mischievous pranksters who find the effect of their aura of chaos hilarious.

Anyone who tries to attack a gremlin and fails (whether due to the gremlin’s chaos aura or not) must re-roll their attack against themselves. Similarly, anyone trying to cast a spell on a gremlin who fails is affected by their own spell.

Gremlins may be shamans (to 4th level) or sorcerers (to 8th level) although they will not attack directly with spells except in the most dire self defence.

Grey Ooze

Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (Nil)
Move: 3’
Armour Class: 8*
Hit Dice: 3* (14hp)
Attack Bonus: +3
Attacks: Special
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 50

A grey ooze looks like a blob or boulder of wet stone until it moves.

It attacks anything that comes close, trying to engulf its victim.

If the grey ooze hits, it starts to dissolve the victim’s clothing and armour. Non-magical clothing or armour can be dissolved in a single round, but a grey ooze cannot eat through magical clothing or armour. If it finds itself engulfing a victim that it can’t digest, it will release the victim and try to engulf a different one.

Once a grey ooze has dissolved its victims armour or clothing, its acid will do 2d8 points of damage per round to the victim.

Grey oozes are immune to fire or cold damage, but may be harmed by normal weapons.

Griffon

Type: Monster
Habitat: Mountains (Rare)
Wandering Group: 1 (Nil)
Lair Group: 2d8 (E)
Move: 40’ (Fly: 120’)
Armour Class: 5
Hit Dice: 7 (32hp)
Attack Bonus: +7
Attacks: Claw (1d4) & Claw (1d4) & Bite (2d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 450

A griffon is a creature with the head, wings and front claws of a giant eagle, and the body, back legs and tail of a lion.

Griffons are predators and will eat almost anything. However, their favourite food is horse. A griffon—even a tamed one—within 120’ of a horse must make a morale check. If it fails, it will attack the horse and try to eat it.

Hag (Night)

Type: Humanoid

Habitat: Woods (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (C)

Move: 50’ (Swim: 20’)

Armour Class: 4

Hit Dice: 15***** (68hp)

Attack Bonus: +12

Attacks: Claw (1d4 + Poison) & Claw (1d4 + Poison) or Spell

vs Death/Poison: 6

vs Wand: 7

vs Paralyse/Petrify: 8

vs Dragon Breath: 10

vs Rod/Staff/Spell: 9

Alignment: Chaotic

Intelligence: 12

Morale: 10

XP Value: 6,9000

Night hags are a cannibalistic humanoids who appear to be ugly female humans with warty blue-black skin and black hair.

They live in isolation in small cottages deep in forests, where they surround themselves with undead minions. A night hag can cast spells as a 15th level cleric, and can control undead as if a 30 hit dice undead liege.

Night hags are immune to all the special abilities of undead creatures.

The claws of a night hag are extremely poisonous, and anyone struck by one must make a saving throw *vs Poison* with a –4 penalty or die.

Night hags are incredibly anti-social but will often make a pretence at friendliness in order to trap potential victims.

Hag (Sea)

Type: Humanoid

Habitat: Ocean (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (G+M)

Move: 40’ (Swim: 50’)

Armour Class: 4* {*-2 vs 2*}

Hit Dice: 8**** (36hp)

Attack Bonus: +8 {*+4*}

Attacks: Dagger {*2d4*} & Touch (Special)

Weapon Expertise: Expert {*Double Damage 19-20*} {*Throw Range 20/30/45*}

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 11

vs Rod/Staff/Spell: 12

Alignment: Chaotic

Intelligence: 12

Morale: 10

XP Value: 2,850

Sea hags are foul humanoids who appear to be incredibly ugly female humans with yellow-green skin and green hair. Sea hags are so disgusting and filth encrusted that anyone who sees one or who approaches within 10’ of one must make a saving throw *vs Spells* with a –6 penalty to avoid fleeing in fear for 1d20+5 rounds.

Sea hags live underwater in coastal area, although they can come onto the land for up to three hours at a time.

A sea hag can control undead as if a 16 hit dice undead liege, and is immune to all the special abilities of undead creatures. A sea hag can only be hit by silver or magic weapons.

The touch of a sea hag acts as both an *Energy Drain* of one level and a *Cause Disease*. There is no saving throw against either effect.

Halfling

Type: Demi-Human

Habitat: Hills (Common)
Clear (Common)

Wandering Group: 3d6 (P+S)

Lair Group: 5d8 (B)

Move: 30’

Armour Class: 7

Hit Dice: 1-1 (4hp)

Attack Bonus: +1

Attacks: Sword (1d6) or Bow (1d6)

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 13

vs Rod/Staff/Spell: 12

Alignment: Lawful

Intelligence: 11

Morale: 8

XP Value: 5

Halflings are a demi-human race, much shorter and lighter than humans, standing only 3’ tall. They are of a proportionally similar build to humans, with the exception of their feet—which are large and covered in hair. The soles of halflings’ feet are tough and resilient, and halflings often travel bare-footed.

Halflings’ skin tone has a similar range to that of humans, as does their hair colour. Halflings do not grow beards or moustaches, but the sideburns of adult males tend to be longer than those of humans.

Halflings are very gregarious and can be commonly found living amongst humans and other demi-humans. If left to themselves, they form small villages in grasslands and hills where they excel at farming.

Halfling food production and the halfling love of cookery and brewing make them very popular amongst the other races.

Harpy

Type:	Monster
Habitat:	Mountain (Rare)
Wandering Group:	1d6 (Nil)
Lair Group:	2d4 (C)
Move:	20’ (Fly: 50’)
Armour Class:	7
Hit Dice:	3*
Attack Bonus:	+3
Attacks:	Claw (1d4) & Claw (1d4) & Special
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	7
Morale:	7
XP Value:	50

Harpies look like large eagles with the heads (and breasts in the case of female harpies) of beautiful elves.

The singing of a harpy of either gender acts as a *Charm Person* spell, and harpies use this charm to lure travellers into ambushes. Any character that makes their saving throw against the singing of a harpy is immune to that particular harpy’s song for the rest of the encounter.

Harpies usually nest near mountain paths, and try to pick off lone travellers. If they encounter a large or heavily armed group, they will usually hide or try to use their charm ability in self defence.

Harpies can be shamans (to 6th level) or sorcerers (to 4th level).

Haunt (Banshee)

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (E, N, O)
Move:	20’
Armour Class:	-3*
Hit Dice:	13**** (59hp)
Attack Bonus:	+11
Attacks:	Touch (Special) & Gaze (Special)
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Chaotic
Intelligence:	12
Morale:	9
XP Value:	5,150

A banshee is an undead spirit that protects an outdoor location that it had a connection to in life from all intruders.

A banshee can only be harmed by +2 weapons or better, and is immune to all spells except those that specifically target evil or undead. A banshee can make a saving throw *vs Spells* to avoid a ‘d’ or ‘D’ result when being turned.

The touch of a banshee ages its target by 1d4x10 years (no save) and the gaze of a banshee paralyses its target for 2d4 rounds unless the target can make a saving throw *vs Spells*. Three times per day, a banshee can wail, causing all in 60’ to save *vs Death* or die. A banshee will often wail while out of range as a warning to potential intruders.

Banshees can move to the ethereal plane three times per day, and can leave it at any time. They can also secrete a web of ectoplasm tendrils around themselves in a 10’ radius that takes three rounds to form (while taking other actions). Anyone who enters the radius once formed must save *vs Spells* or be transported to the ethereal plane.

Haunt (Ghost)

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (E, N, O)
Move:	30’
Armour Class:	-2*
Hit Dice:	14**** (63hp)
Attack Bonus:	+12
Attacks:	Touch (Special) & Gaze (Special)
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Any
Intelligence:	13
Morale:	11
XP Value:	5,500

A ghost is an undead spirit that tries to fulfil a task it left unfinished in life.

A ghost can only be harmed by +2 weapons or better, and is immune to all spells except those that specifically target evil or undead. A ghost can make a saving throw *vs Spells* to avoid a ‘d’ or ‘D’ result when being turned.

The touch of a ghost ages its target by 1d4x10 years (no save) and the gaze of a ghost paralyses its target for 2d4 rounds unless the target can make a saving throw *vs Spells*.

A ghost can use the *Magic Jar* spell once per ten minutes, and will often use this to possess a target and use the target’s body to fulfil its task, either with or without permission of the target.

Ghosts can move to the ethereal plane three times per day, and can leave it at any time. They can also secrete a web of ectoplasm tendrils around themselves in a 10’ radius that takes three rounds to form (while taking other actions). Anyone who enters the radius once formed must save *vs Spells* or be transported to the ethereal plane.

Haunt (Poltergeist)

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (E, N, O)
Move:	20’
Armour Class:	-1*
Hit Dice:	12**** (54hp)
Attack Bonus:	+11
Attacks:	Throw (1d4 + Special) & Throw (1d4 + Special)
vs Death/Poison:	6
vs Wand:	7
vs Paralyse/Petrify:	8
vs Dragon Breath:	9
vs Rod/Staff/Spell:	10
Alignment:	Chaotic
Intelligence:	13
Morale:	11
XP Value:	4,750

A poltergeist is the undead spirit of a dead child. It is naturally invisible, even when attacking.

A poltergeist can only be harmed by +2 weapons or better, and is immune to all spells except those that specifically target evil or undead. A ghost can make a saving throw *vs Spells* to avoid a ‘d’ or ‘D’ result when being turned.

A poltergeist can throw small objects around, and any target hit by one of these objects will be aged by 10 years unless they can make a saving throw *vs Spells*. A poltergeist is normally more mischievous than aggressive and will deliberately miss targets with its thrown objects, although it will react angrily to any insult or any attempt to get rid of it and try to kill the offender.

Poltergeists can move to the ethereal plane three times per day, and can leave it at any time. They can also secrete a web of ectoplasm tendrils around themselves in a 10’ radius that takes three rounds to form (while taking other actions). Anyone who enters the radius once formed must save *vs Spells* or be transported to the ethereal plane.

Hellhound

Type:	Monster
Habitat:	Mountains (Rare) Underground (Rare)
Wandering Group:	2d4 (Nil)
Lair Group:	2d4 (C)
Move:	40’
Armour Class:	4*
Hit Dice:	3** (14hp)
Attack Bonus:	+3
Attacks:	Bite (1d6) or Special
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Chaotic
Intelligence:	12
Morale:	9
XP Value:	65

Hellhounds are wolf-like creatures with reddish-brown fur and glowing red eyes that can grow to about 5’ tall. They live in or near volcanoes, and are immune to non-magical fire.

Despite their appearance as little more than dogs, hellhounds are sapient, and are as intelligent as humans. Their acute senses allow them to constantly *Detect Invisible.*

A hellhound may breathe fire at a single opponent within 10’. This fire breath does 3d6 damage, although the target may make a saving throw *vs Dragon Breath* to take half damage.

Hippogriff

Type:	Monster
Habitat:	Mountains (Rare)
Wandering Group:	0 (Nil)
Lair Group:	2d8 (Nil)
Move:	60’ (Fly: 120’)
Armour Class:	5
Hit Dice:	3+1 (15hp)
Attack Bonus:	+4
Attacks:	Claw (1d6) & Claw (1d6) & Bite (1d10)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	3
Morale:	8
XP Value:	50

A hippogriff is a creature with the head, wings and front claws of a giant eagle, and the body, back legs and tail of a horse.

Griffons are predators and scavengers that normally take only small live prey or chase other creatures off to steal their kills. However, hippogriffs have a fierce hatred of pegasi and will attack them on sight to drive them away. A hippogriff—even a tamed one—within 120’ of a pegasus must make a morale check. If it fails, it will attack the pegasus and try to kill it or drive it off.

Hobgoblin

Type: Humanoid
Habitat: Woods (Common)
Hills (Common)
Mountains (Common)
Wandering Group: 1d6 (Q)
Lair Group: 4d6 (D)
Move: 30’
Armour Class: 6
Hit Dice: 1+1 (6hp)
Attack Bonus: +2
Attacks: Sword (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: Chaotic
Intelligence: 10
Morale: 8
XP Value: 15

Hobgoblins are larger and stronger cousins of goblins. They look like goblins, but can reach 6’ tall and are more muscular.

Their red eyes glow softly when there is no light, giving them *Heatvision*. Unlike goblins, hobgoblins are at no penalty in daylight, although they still prefer darkness.

Hobgoblins do not have their own spell casters, and this often puts them in a precarious relationship with goblin tribes, as the hobgoblins are naturally more powerful than most of the goblins but cannot dominate them completely because they both fear and need the goblin spell casters.

Horse (Draft)

Type: Animal
Habitat: Settled (Common)
Wandering Group: 0 (Nil)
Lair Group: 0 (Nil)
Move: 30’
Armour Class: 7
Hit Dice: 3 (14hp)
Attack Bonus: +3
Attacks: Bite (1d3)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 35

Draft horses are large horses bred for strength and stamina rather than speed. They are normally used to pull carts and wagons.

Draft horses are a totally domesticated species, and do not occur in the wild.

Horse (Pony)

Type: Animal
Habitat: Settled (Common)
Wandering Group: 0 (Nil)
Lair Group: 5d10 (Nil)
Move: 70’
Armour Class: 7
Hit Dice: 2 (9hp)
Attack Bonus: +3
Attacks: Kick (1d4) & Kick (1d4)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 7
Morale: 6
XP Value: 20

Ponies are small horses that are mainly domesticated but also occur in the wild.

Because of their small size, ponies are popular mounts for halflings and dwarves.

Horse (Riding)

Type:	Animal
Habitat:	Settled (Common)
Wandering Group:	0 (Nil)
Lair Group:	10d10 (Nil)
Move:	80’
Armour Class:	7
Hit Dice:	2 (9hp)
Attack Bonus:	+3
Attacks:	Kick (1d4) & Kick (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	20

Riding horses are domesticated horses commonly used for riding. These statistics can also be used for wild horses.

Horse (War)

Type:	Animal
Habitat:	Settled (Common)
Wandering Group:	0 (Nil)
Lair Group:	0 (Nil)
Move:	80’
Armour Class:	7
Hit Dice:	3 (14hp)
Attack Bonus:	+3
Attacks:	Kick (1d6) & Kick (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	20

War horses are strong, heavy horses bred for their courage and willingness to fight.

They are purely a domesticated breed, and do not exist in the wild.

War horses can do the *Charge* action in combat, but cannot attack at the end of it. However, if a war horse does a *Charge* action then its rider gets the double-damage benefit.

Anyone using the *Set Spear* action against a charging war horse can choose to either hit the horse or its rider.

Human (Bandit)

Type:	Humanoid
Habitat:	Any (Common)
Wandering Group:	2d4 (U)
Lair Group:	2d10 (A)
Move:	30’
Armour Class:	6
Hit Dice:	1 (5hp)
Attack Bonus:	+1
Attacks:	Sword (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Any
Intelligence:	11
Morale:	8
XP Value:	10

The statistics given here are for typical sorts of robber, brigand pirate and bandit that might be met. Bandit leaders are likely to be higher level characters with the same character classes and abilities that player characters have.

Human (Berserker)

Type:	Humanoid
Habitat:	Any (Rare)
Wandering Group:	1d6 (P)
Lair Group:	3d10 (B)
Move:	40’
Armour Class:	7
Hit Dice:	1+1* (6hp)
Attack Bonus:	+4
Attacks:	Axe (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Chaotic
Intelligence:	9
Morale:	12
XP Value:	19

Berserkers are tribal warriors who are known for their ferocity in battle.

Although no more likely to be hostile than any other human, when involved in a fight berserkers are overtaken with a frenzy which causes them to fight to the death, never retreating, surrendering or taking prisoners.

While in their frenzied state, berserkers never need to make morale checks and get a +4 bonus to all saving throws against fear effects.

Human (Commoner)

Type:	Humanoid
Habitat:	Any (Common)
Wandering Group:	1d4 (P)
Lair Group:	3d20 (U)
Move:	40’
Armour Class:	9
Hit Dice:	1-1 (4hp)
Attack Bonus:	+0
Attacks:	Spear (1d6)
vs Death/Poison:	13
vs Wand:	14
vs Paralyse/Petrify:	15
vs Dragon Breath:	16
vs Rod/Staff/Spell:	17
Alignment:	Any
Intelligence:	10
Morale:	6
XP Value:	5

The statistics given here are for a normal human with no combat experience, such as peasants, artists, servants or townsfolk.

Human (Noble)

Type:	Humanoid
Habitat:	Any (Common)
Wandering Group:	1 (Vx3)
Lair Group:	2d6 (D+B)
Move:	20’
Armour Class:	2 {*-2 vs 1*}
Hit Dice:	5* (23hp)
Attack Bonus:	+5 {*+2*}
Attacks:	Sword {*1d12*}
Weapon Expertise:	Skilled {*Deflect x 1*} {*Disarm at +0*}
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Any
Intelligence:	10
Morale:	8
XP Value:	400

These statistics are for a minor non-landed noble such as a knight. Such a noble will have extensive combat training, but little practical experience.

More experienced nobles who are in charge of fiefdoms and are proven in battle are likely to be at least 9th level characters with the same character classes and abilities that player characters have.

Human (Veteran)

Type:	Humanoid
Habitat:	Any (Common)
Wandering Group:	2d4 (U)
Lair Group:	4d10 (A)
Move:	30’
Armour Class:	6
Hit Dice:	2 (9hp)
Attack Bonus:	+3
Attacks:	Sword (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Any
Intelligence:	11
Morale:	10
XP Value:	20

These statistics can be used for squads of soldiers or mercenary companies who have seen plenty of real action (as opposed to merely training) and are somewhat battle-hardened.

The leaders of such groups are likely to be higher level characters, usually fighters, with the same character classes and abilities that player characters have.

Hydra

Type:	Monster
Habitat:	Swamp (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (B)
Move:	40’
Armour Class:	5
Hit Dice:	Varies
Attack Bonus:	Varies
Attacks:	Varies
vs Death/Poison:	Varies
vs Wand:	Varies
vs Paralyse/Petrify:	Varies
vs Dragon Breath:	Varies
vs Rod/Staff/Spell:	Varies
Alignment:	None
Intelligence:	2
Morale:	11
XP Value:	Varies

Hydras are huge creatures with 30’ long snake-like bodies that split into between 5 and 12 necks and heads. See *table 18-7* for the statistics of hydras that vary by number of heads.

Each head of a hydra can operate independently, and can make a single bite attack in combat for 1d10 damage.

Damage to a hydra’s heads is not tracked independently, but for each 8 damage that the hydra takes from any source, one head will cease to function and no longer be able to attack.

Hydras are very territorial and aggressive creatures, and will attack any who approach the swamp or lake where they live.

Table 18-7: Hydra Abilities by Number of Heads

Number of Heads	Hit Dice	Attack Bonus	Save As	XP
5	5 (23hp)	+5	Fighter 5th	175
6	6 (27hp)	+6	Fighter 6th	275
7	7 (32hp)	+7	Fighter 7th	450
8	8 (36hp)	+8	Fighter 8th	650
9	9 (41hp)	+9	Fighter 9th	900
10	10 (45hp)	+10	Fighter 10th	1,000
11	11 (50hp)	+10	Fighter 11th	1,100
12	12 (54hp)	+11	Fighter 12th	1,250

Ice Spider

Type:	Monster
Habitat:	Arctic (Very Rare) Ocean (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (F)
Move:	20’ (Swim: 60’)
Armour Class:	2*
Hit Dice:	7**
Attack Bonus:	+7
Attacks:	Claw (1d10) & Claw (1d10) or Special
vs Death/Poison:	6
vs Wand:	6
vs Paralyse/Petrify:	7
vs Dragon Breath:	8
vs Rod/Staff/Spell:	9
Alignment:	Lawful
Intelligence:	9
Morale:	9
XP Value:	1,250

Ice spiders are large intelligent spiders with 8’ bodies that are entirely made of ice. Ice spiders are coldly logical creatures that show no compassion or mercy to others who get in their way, and seem to have no imagination.

Ice spiders can only be hit by magical weapons, and are immune to first and second level spells and all fire based attacks.

An ice spider can cast the following spells as if a 9th level caster:

- *Detect Invisible* at will
- *Detect Magic* at will
- *Web* at will
- *Dispel Magic* at will
- *Ice Storm/Wall* at will
- *Water to Ice* (exactly like a *Dissolve* spell but substituting solid ice for rock and slush for mud) three times per day.
- *Ice to Water* (exactly like a *Harden* spell but substituting slush for mud and solid ice for rock) three times per day.

Insect Swarm

Type:	Animal
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1d3 (Nil)
Move:	10’ (Fly: 20’)
Armour Class:	7
Hit Dice:	2* (9hp)
Attack Bonus:	-
Attacks:	Special
vs Death/Poison:	13
vs Wand:	14
vs Paralyse/Petrify:	15
vs Dragon Breath:	16
vs Rod/Staff/Spell:	17
Alignment:	None
Intelligence:	0
Morale:	11
XP Value:	25

An insect swarm is a multitude of tiny insects acting as a single creature. Some insects swarm naturally, but others only swarm when commanded by the magical power of another creature.

A swarm fills a 10’x10’x30’ area, and automatically hits any creature in the area each round for 2 points of damage (if the creature is AC 5 or better) or 4 damage (if the creature is AC 6 or worse). This damage represents many stings and bites.

Any creature in the area whose action for the round is either to run from the area or to swat the insects with a weapon or torch will take only 1 damage.

Attacking the swarm by swatting insects with a melee weapon will only do a single point of damage to it. Swarms are not harmed by missile weapons. Fire and cold attacks or area effect attacks do full damage to a swarm.

Invisible Stalker

Type:	Enchanted Extraplanar
Habitat:	Extraplanar (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	0 (Nil)
Move:	40’
Armour Class:	7
Hit Dice:	8* (36hp)
Attack Bonus:	+8
Attacks:	Bash (4d4)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	Neutral
Intelligence:	11
Morale:	12
XP Value:	1,200

Invisible stalkers are extraplanar creatures that are naturally invisible. When viewed under a *Detect Invisible* effect, they appear to be roughly humanoid in shape with a curiously “melted” appearance.

Invisible stalkers are often summoned to the prime plane to perform tasks. They hate such service, and will often try to go against the spirit of their instructions to the detriment of the person summoning them, while still being forced to obey the letter of them.

Invisible stalkers can surprise opponents on a roll of 1-5 on 1d6, unless those opponents can see invisible creatures.

An invisible stalker remains invisible even when attacking. See *Chapter 8: Combat* for the effect of invisibility on combat.

Iron Urchin

Type:	Monster
Habitat:	Underground (Very Rare)
Wandering Group:	1d6 (Nil)
Lair Group:	10d100 (Nil)
Move:	80’
Armour Class:	2*
Hit Dice:	9* (41hp)
Attack Bonus:	+9
Attacks:	Spike (1d12) & Spike (1d12) & Spike (1d12)
vs Death/Poison:	3
vs Wand:	6
vs Paralyse/Petrify:	6
vs Dragon Breath:	6
vs Rod/Staff/Spell:	6
Alignment:	Lawful
Intelligence:	10
Morale:	9
XP Value:	1,600

Iron urchins are strange creatures that live deep underground. They have the appearance of a central ball 2’ in diameter surrounded on all sides by 3’ spikes, all made of iron.

An iron urchin has no visible sensory organs, mouth or other features, and feeds by absorbing mineral nutrients directly from the earth through its skin. They communicate solely by *Telepathy*, and are usually friendly to outsiders unless provoked.

Iron urchins can only be hit by magical weapons, and are immune to first and second level spells and poison. An iron urchin can cast the following spells as if a 9th level caster:

► *Detect Invisible* at will
► *Detect Magic* at will
► *Haste* at will
► *Dispel Magic* at will
► *Ice Storm/Wall* at will
► *Earth to Air* (exactly like a *Dissolve* spell but substituting air for mud) three times per day.
► *Air to Earth* (exactly like a *Harden* spell but substituting air for mud) three times per day.

Kobold

Type: Humanoid
Habitat: Hills (Common) Mountains (Common) Underground (Common)
Wandering Group: 4d4 (P)
Lair Group: 6d10 (J)
Move: 30’
Armour Class: 7
Hit Dice: 1/2 (3hp)
Attack Bonus: +1
Attacks: Hammer (1d6-1) or Pistol (1d6)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: Chaotic
Intelligence: 5
Morale: 9
XP Value: 5

Kobolds are small (3’ tall) hairless humanoids with heads shaped like those of hounds. Their skin is soft and dry like that of a snake, with patchy yellowish brown pigmentation. Kobolds do not have tails.

Kobolds have *Heatvision* and keen senses. Although not too bright in general, kobolds have an innate genius for trap building

Kobolds usually live underground in clans in well guarded lairs. They are keen and gregarious, if unscrupulous and immoral, opportunists; easily convinced to work with other races on some common scheme.

Kobolds prefer not to fight at all, letting traps do the work for them. If forced to fight, their preferred method is ambush and hit-and-run tactics, combining surprising bravery with practical self-preservation.

Kobolds can be shamans (to 6th level) or sorcerers (to 4th level).

Leech (Giant)

Type: Animal
Habitat: Swamp (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: 30’
Armour Class: 7
Hit Dice: 6 (27hp)
Attack Bonus: +6
Attacks: Bite (1d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 0
Morale: 10
XP Value: 275

Giant leeches are 3’-4’ long parasitic wormlike creatures that suck blood from prey larger than themselves.

If a giant leech hits a target, it will hold on to that victim and automatically do 1d6 damage per round until it is killed or its victim dies.

Lich

Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Hx4)
Move: 30’
Armour Class: Varies
Hit Dice: Varies
Attack Bonus: Varies
Attacks: Touch (1d10 + Special) or Weapon (Varies) or Spell
Weapon Expertise: Grand Master
vs Death/Poison: Varies
vs Wand: Varies
vs Paralyse/Petrify: Varies
vs Dragon Breath: Varies
vs Rod/Staff/Spell: Varies
Alignment: Varies
Intelligence: 18+
Morale: 10
XP Value: Varies

A lich is a human magic-user or cleric who has used a forbidden arcane ritual to turn themselves into an undead creature. Although theoretically a lich can have any personality and alignment, it is normally only the most depraved or desperate individuals who are willing to perform the ritual.

A lich will have all the abilities of a magic-user or cleric of level 21 or higher, plus the following:

A lich’s skeletal form is armour class 0 (unless wearing better armour) and is immune to *Charm*, *Sleep*, *Cold*, *Lightning*, *Polymorph*, *Feeblemind*, and *Death Spells*. They are also immune to non-magical weapons and to all spells of level 3 or lower.

Any living creature with fewer than 5 hit dice will flee in terror (no saving throw) from a lich for 2d6 rounds.

The touch of a lich does 1d10 cold damage and paralyses any living creature for 1d100 days unless the creature can make a saving throw *vs Paralysis*. The paralysis can be removed by a *Dispel Magic* spell.

Because liches are so intelligent, the Game Master should put thought and preparation into their motivations and tactics, in particular the potential for them to have cast the *Permanence* and *Contingency* spells on themselves. A lich will not simply be randomly encountered and get into a pointless fight where it has a chance of dying.

A lich can summon undead by concentrating, although it does not know what type of undead will turn up. Each time a lich summons undead, roll 1d20 to determine what type of undead arrive in 1d100 rounds:

1-5 = 2d4 Spectres
6-9 = 1d6 Vampires
10-12 = 1d3 Phantoms
13-15 = 1d2 Ghosts
16 = 1d2 Poltergeists
17 = 1 Druj
18 = 1 Revenant
19 = 1 Nightshade
20 = 1 Floating Undead Horror

In addition, a lich will be accompanied by undead minions that it controls as an *Undead Liege*, and often by other servants or minions.

A lich is treated as if it had hit dice equal to its level for the purposes of experience value, plus the equivalent of five asterisks if a cleric, or six if a magic-user.

Lizard Man

Type:	Humanoid
Habitat:	River (Common) Swamp (Common)
Wandering Group:	2d4 (Nil)
Lair Group:	6d6 (D)
Move:	20’ (Swim: 40’)
Armour Class:	5
Hit Dice:	2+1
Attack Bonus:	+3
Attacks:	Spear (1d6+1)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Neutral
Intelligence:	6
Morale:	12
XP Value:	25

Lizard men are humanoid crocodilians, often found in swamps or along rivers.

Although not particularly evil or intelligent, lizard men are cannibalistic and particularly like to eat any other intelligent humanoid if given the chance.

When swimming, lizard men look just like crocodiles.

Lizard men live a simple hunter-gatherer existence, and have no technology beyond a basic spear or club. Surprisingly, they don’t bite in combat. Although they have powerful jaws, their shape and stance prevents them from being effective in a fight while on land.

Lizard men often find themselves in uneasy truces with other races who provide them tributes of food (the only thing they value) in order to prevent them raiding.

Lizard (Giant Draco)

Type:	Animal
Habitat:	Jungle (Common)
Wandering Group:	1d4 (U)
Lair Group:	1d8 (Nil)
Move:	40’ (Glide: 50’)
Armour Class:	5
Hit Dice:	4+2 (20hp)
Attack Bonus:	+5
Attacks:	Bite (1d10)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	125

Giant draco lizards are 6’ long lizards with flaps of skin between their front and rear legs that let them glide through the air.

They are carnivorous, and hunt by leaping out of tall trees and gliding down at their prey. The initial glide attack should be treated as a *Charge* action.

Lizard (Giant Gecko)

Type:	Animal
Habitat:	Any (Common)
Wandering Group:	1d6 (U)
Lair Group:	1d10 (Nil)
Move:	40’
Armour Class:	5
Hit Dice:	3+1 (15hp)
Attack Bonus:	+4
Attacks:	Bite (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	50

Giant geckos are 5’ long carnivorous lizards that hunt halfling sized or smaller creatures by climbing up above them and dropping on them.

Giant geckos can walk on any surface, including smooth glass walls and ceiling.

Lizard (Giant Horned)

Type:	Animal
Habitat:	Any (Common)
Wandering Group:	2d4 (U)
Lair Group:	1d6 (Nil)
Move:	40’
Armour Class:	2
Hit Dice:	5* (23hp)
Attack Bonus:	+5
Attacks:	Bite (2d4) & Horn (1d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	300

Giant horned lizards are 7’ long and can change colour to match their surroundings, surprising prey on a 1-5 on 1d6.

A horned lizard can shoot its tongue 10’. Anyone human-sized or smaller hit by the tongue is immediately pulled into the horned lizard’s mouth and bitten for 2d4 damage.

Horned lizards favour hunting giant insects, but will hunt other creatures if hungry.

Lizard (Giant Tuatara)

Type:	Animal
Habitat:	Desert (Common)
Wandering Group:	1d2 (V)
Lair Group:	1d4 (Nil)
Move:	30’
Armour Class:	4
Hit Dice:	6 (27hp)
Attack Bonus:	+6
Attacks:	Claw (1d4) & Claw (1d4) & Bite (1d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	6
XP Value:	275

Giant tuatara lizards are heavily built 8’ long lizards with lumpy armoured skin. They look somewhat like elongated toads.

Tuatara have *Heatvision* which they use to hunt at night.

Locust (Giant)

Type:	Animal
Habitat:	Underground (Common)
Wandering Group:	2d10 (Nil)
Lair Group:	0 (Nil)
Move:	20' (Jump: 60')
Armour Class:	4
Hit Dice:	2** (9hp)
Attack Bonus:	+3
Attacks:	Bite (1d2) or Jump (1d4) or Special
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	5
XP Value:	30

Giant locusts live underground and eat fungus and moulds of all types. They are immune to poisons and the dissolving attacks of oozes.

Although giant locusts can give a nasty bite, they prefer to flee by jumping away from intruders. Unfortunately, their panicked jumping is 50% likely to be straight at their targets, in which case they should roll a jump attack against a random target.

If cornered and unable to jump away, a giant locust will make a piercing scream, and spit a blob of goo at an attacker within 10'.

If it hits, the goo does no damage, but the attacker must make a saving throw *vs Poison* or be able to do nothing but retch for 10 minutes due to the smell. Once the 10 minutes has passed, the victim of the goo attack is used to the smell, but other characters coming within 5' of them are subject to the same retching unless they can make a saving throw *vs Poison*. Giant locust spittle can be washed off with water.

Manta Ray

Type:	Animal
Habitat:	Ocean (Common)
Wandering Group:	0 (Nil)
Lair Group:	1d3 (Nil)
Move:	40'
Armour Class:	6
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Tail (1d8 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	125

Manta rays are flat fish up to 7' long that are related to sharks. Their bodies are shaped with distinctive "wings", with which they glide along the sea bed.

When a manta ray settles, it covers itself in sand until it is completely invisible.

A manta ray will normally eat only small fish, and ignore large targets. However, if trodden on, a manta ray will attack with the poisonous sting on its tail.

Anyone struck by the tail of a manta ray must make a saving throw *vs Paralysis* or be paralysed for 2d4x10 minutes.

Manticore

Type:	Monster
Habitat:	Mountains (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d4 (F)
Move:	40' (Fly: 60')
Armour Class:	4
Hit Dice:	6+1* (28hp)
Attack Bonus:	+4
Attacks:	Claw (1d4) & Claw (1d4) & Bite (2d4) or Special
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	None
Intelligence:	3
Morale:	9
XP Value:	650

A manticore is a strange creature with the body of a lion, the wings of a bat, a human face, and a spike covered tail. Despite the human seeming face, manticores are not sapient.

A manticore has 24 tail spikes, and can shoot six of them per round (range: 50/100/150), even when it is flying. Spikes are re-grown at a rate of two per day.

Manticores are aggressive hunters, and will attempt to kill and eat even well armed groups of travellers.

Medusa

Type:	Humanoid
Habitat:	Any (Rare)
Wandering Group:	1d3 (V)
Lair Group:	1d4 (F)
Move:	30’
Armour Class:	8
Hit Dice:	4** (18hp)
Attack Bonus:	+4
Attacks:	Snakebite (1d4 + Special) & Special
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	9
Morale:	8
XP Value:	175

A medusa appears to be a human with snakes instead of hair. Male medusae are rarely seen, and many people mistakenly think that the race is entirely female. Although the faces of medusae are normally beautiful, their beauty is deceptive and their gaze can turn people to stone.

The bite of a medusa’s snakes is poisonous, and anyone bitten must make a saving throw *vs Poison* or die. Additionally, any creature meeting its gaze must make a saving throw *vs Petrify* or be turned to stone.

The gaze of a medusa must be direct, seeing its reflection is not enough to have a chance of being turned to stone. However, a medusa is not immune to its own gaze attack (although it is immune to the gaze of other medusae), and if presented with a mirror, there is a 1 in 6 chance per round that it will see its reflection and must make the saving throw to avoid petrifying itself. This is the only circumstance in which its gaze is effective through a mirror.

Any character surprised by a medusa automatically meets its gaze and must make the saving throw, and in combat each character attacking the medusa without actively avoiding the gaze must also make the saving throw each round.

Characters trying to fight the medusa blindfolded or otherwise averting their gaze will not be affected but must attack with a –4 penalty to hit and the medusa gets a +2 bonus against characters using such tactics.

A character using a mirror to attack in melee (the mirror takes one hand, so the character cannot use an off-hand weapon or a shield at the same time) takes only a –2 penalty to hit and the medusa gets no bonus against them.

Although medusae are feared by other races for their gaze, the personalities of individual medusae are as varied as those of humans, although they do have a tendency to be loners and to value their privacy greatly.

Medusae can be shamans (to 8th level) or sorcerers (to 8th level).

Merfolk

Type:	Humanoid
Habitat:	Ocean (Common)
Wandering Group:	0 (Nil)
Lair Group:	1d20 (A)
Move:	40’
Armour Class:	6
Hit Dice:	1 (5hp)
Attack Bonus:	+1
Attacks:	Spear (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Neutral
Intelligence:	12
Morale:	8
XP Value:	10

Merfolk, usually referred to as mermen and mermaids, are water breathing humanoids with a fishlike tail instead of legs. Merfolk can only stay out of water as long as they can hold their breaths—which is just like a normal human holding their breath.

Merfolk society is similar to human society. They live in underwater cities and keep domesticated animals.

Merfolk communities often trade with land based creatures, and are usually on good terms with human countries.

In theory, any merfolk can be a shaman (to 8th level) or sorcerer (to 8th level), although their society teaches that shamanism is an exclusively male role and sorcery is an exclusively female role. Consequently, most human contact is with mermaid sorcerers capable of casting *Water Breathing* (which allows them to breathe air).

Minotaur

Type:	Humanoid
Habitat:	Underground (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	1d8 (C)
Move:	40’
Armour Class:	6
Hit Dice:	6* (27hp)
Attack Bonus:	+6 {*+2*}
Attacks:	Gore (1d6) & Bite (1d6) or Axe {*1d8+4*}+2
Weapon Expertise:	Expert {*Delay*} {*Hurl -/5/10*}
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	5
Morale:	12
XP Value:	500

Minotaurs are 8’ tall humanoids with the heads of bulls. They are incredibly aggressive and will attack most other creatures on sight in an attempt to kill and eat them.

Minotaurs love to live and hunt in maze-like tunnel systems and are expert at both finding their way through mazes and tracking. Because of this familiarity with labyrinths, they are treated as if having 18 intelligence for purposes of the *Maze* spell.

Although barely sapient, some of the calmer and more level-headed minotaurs can become shamans (to level 4) or even sorcerers (to level 2).

Mournwolf

Type:	Monster
Habitat:	Clear (Rare) Woods (Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (D)
Move:	50’
Armour Class:	4
Hit Dice:	6* (27hp)
Attack Bonus:	+6
Attacks:	Bite (2d6)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	None
Intelligence:	3
Morale:	8
XP Value:	500

Mournwolves are oversized wolves with a magical ability to howl and wail in a confusing manner. Mournwolves usually stay with their own kind, but occasionally a single one will become pack leader of a group of normal wolves.

While mourning, which can be done in combat, all opponents are disoriented by the echoing sound (no saving throw) and all attacks against the mournwolf take a –2 penalty on their to-hit rolls. Additionally, the mournwolf gets a +2 bonus on all saving throws against any effects cast by disoriented foes.

The mourning effect can be blocked by a *Silence 15’ Radius* spell.

For some reason, mournwolves hate blink dogs and attack them on sight.

Mujina

Type:	Monster
Habitat:	Any (Very Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (E)
Move:	40’
Armour Class:	4
Hit Dice:	8** (36hp)
Attack Bonus:	+8 {*+2*}
Attacks:	Sword {*2d8+2*} & Sword {*2d8+2*}
Weapon Expertise:	Expert {*Stun*} {*Deflect x 2*}
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	Chaotic
Intelligence:	10
Morale:	9
XP Value:	1,750

Mujina are a strange humanoid race. They appear similar to humans, except that they have no features on their heads. Their heads are just smooth ovals. However, they can mask this with an illusion that makes their head look like whatever they like, including a copy of someone else’s face.

A mujuna can drop its illusion at any time, and anyone seeing the true blankness of the mujina’s face must run in terror for 1d3 rounds. Creatures with 5 or more hit dice may make a saving throw *vs Wands* to avoid this effect.

Mujina are incredibly strong, and can wield a two handed weapon in either hand without penalty.

Mujina all have absolutely identical personalities, and no sense of individualism. They hate all creatures that show diversity of personality; especially humans, who show the most diversity of all races.

Mule

Type:	Animal
Habitat:	Settled (Common)
Wandering Group:	0 (Nil)
Lair Group:	2d12 (Nil)
Move:	40’
Armour Class:	7
Hit Dice:	2 (9hp)
Attack Bonus:	+3
Attacks:	Kick (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	20

Mules are domestic cross-breeds between donkeys and horses.

They are commonly used as pack animals, since they combine the strength of a horse with the stamina and patience of a donkey.

Mules will allow themselves to be led into underground areas.

Mummy

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d12 (D)
Move:	20’
Armour Class:	3*
Hit Dice:	5+1** (24hp)
Attack Bonus:	+5
Attacks:	Touch (1d12 + Special)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Chaotic
Intelligence:	6
Morale:	12
XP Value:	575

Mummies are re-animated corpses that have been specially prepared and wrapped so that they will become undead.

Mummies are normally placed as tomb guardians, but occasionally one or more will wander from its tomb and wreak havoc—especially if the tomb has already been looted.

Anyone seeing a mummy must make a saving throw *vs Paralysis* or be paralysed in fear until the mummy is no longer in sight.

The touch of a mummy rots flesh, doing 1d12 damage and causing the victim to contract *Mummy Rot* (no saving throw).

Mummy rot prevents its victim from being healed by mortal level magic, and makes all natural healing take ten times as long as normal to occur. It can be cured by a *Cure Disease* effect.

Mummies cannot be hurt by non-magical weapons, and are immune to *Sleep*, *Charm*, and *Hold* effects. Attacks from sources other than fire only do half damage to mummies.

Neanderthal

Type:	Humanoid
Habitat:	Any (Rare)
Wandering Group:	1d10 (Nil)
Lair Group:	4d10 (C)
Move:	40’
Armour Class:	8
Hit Dice:	2 (9hp)
Attack Bonus:	+3
Attacks:	Club (1d6+1)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Lawful
Intelligence:	7
Morale:	7
XP Value:	20

Neanderthals are closely related to humans, although they are squat and apelike, with sloping brows.

They mostly live in “lost world” areas, where they have a peaceful hunter gatherer existence.

Neanderthals fear fire, and have never developed cooking and metalworking skills, although they are expert at making weapons and tools from hides or stone such as flint.

Neanderthals often keep cave apes or dire wolves as pets.

Neanderthals can be shamans (to 4th level) or sorcerers (to 2nd level).

Nightcrawler

Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40’
Armour Class: -4*
Hit Dice: 27***** (122hp)
Attack Bonus: +18
Attacks: Bite (2d10 + Special) & Sting (2d4 + Special)
vs Death/Poison: 4
vs Wand: 4
vs Paralyse/Petrify: 5
vs Dragon Breath: 4
vs Rod/Staff/Spell: 5
Alignment: Chaotic
Intelligence: 19
Morale: 12
XP Value: 21,500

Nightcrawlers are a type of nightshade, incredibly powerful undead. They appear to be huge rotting maggots or worms 100’ long and 10’ wide that can burrow through the earth. Despite their bestial appearance, nightcrawlers are extremely intelligent. Because they know that they are so conspicuous that operating openly would attract the attention of all the most powerful foes, they usually remain hidden and work through their minions as an *Undead Liege*. Nightcrawlers desire to completely eradicate the living and make everyone undead, and work towards that end, although they do not co-operate well with others in anything other than a relationship of absolute dominance.

Nightcrawlers can cast the following spells, as if 21st level casters:

►*Detect Magic* (constant)
►*Detect Invisible* (constant)
►*Cause Disease* (at will)
►*Charm Person* (at will)
►*Cloudkill* (at will)
►*Confusion* (at will)
►*Darkness* (at will)
►*Dispel Magic* (at will)
►*Finger of Death* (at will)
►*Haste* (at will)
►*Hold Person* (at will)
►*Invisibility* (at will)

Nightcrawlers are only hit by +3 weapons or better, and are immune to spells of 5th level or lower, *Charm*, *Hold*, illusions, wands, poison, petrification and cold effects. They take only half damage from breath weapons.

Nightcrawlers are resistant to being *Turned*, and may make a saving throw *vs Spells* to ignore an attempt to turn them. If the turn result is a ‘D’, then they may make a second saving throw to reduce it to a ‘T’.

Nightcrawlers emanate a distinctive chilling aura within 120’ which spoils all consumables (no save), including food, potions, and even holy water. Spoiled consumables are not poisonous, but are inedible and useless. This aura usually prevents the nightcrawler from surprising opponents.

Any creature touching a nightcrawler must make a saving throw *vs Poison* or die. This poison does not travel through weapons, so melee attacks with weapons are safe.

The bite of a nightcrawler does 2d10 damage, and the victim must make a saving throw *vs Poison* or die. Additionally, if the attack roll is a natural 19-20, a human size victim will be swallowed whole. Swallowed victims lose one level per round due to an *Energy Drain* unless protected by a *Protection From Evil* spell.

The sting of a nightcrawler does 2d4 damage, and the victim must make a saving throw *vs Poison* or die. Even if the saving throw is successful, there is a 1 in 8 chance that the poison will kill the victim anyway.

A nightcrawler has a gaze attack that it can use instead of physically attacking or casting spells, that will magically shrink one opponent per round within 60’ down to 1’ in height unless that opponent can make a saving throw *vs Spells*. The nightcrawler gains a +4 bonus to hit that opponent, and can swallow it on a 15-20 rather than just a 19-20.

The shrinking effect is permanent until *Dispelled*.

Nightwalker

Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 50’ (Fly: 20’)
Armour Class: -6*
Hit Dice: 23***** (104hp)
Attack Bonus: +16
Attacks: Bash (3d10 + Special) & Bash (3d10 + Special)
vs Death/Poison: 4
vs Wand: 5
vs Paralyse/Petrify: 5
vs Dragon Breath: 5
vs Rod/Staff/Spell: 6
Alignment: Chaotic
Intelligence: 19
Morale: 12
XP Value: 15,500

Nightwalkers are a type of nightshade, incredibly powerful undead. They appear to be 20’ tall rotting giants who never wear clothes or carry items. Nightwalkers are extremely intelligent. Because they know that they are so conspicuous that operating openly would attract the attention of all the most powerful foes, they usually remain hidden and work through their minions as an *Undead Liege*. Nightwalkers desire to completely eradicate the living and make everyone undead, and work towards that end, although they do not co-operate well with others in anything other than a relationship of absolute dominance.

Nightwalkers can cast the following spells, as if 21st level casters:

►*Detect Magic* (constant)
►*Detect Invisible* (constant)
►*Cause Disease* (at will)
►*Charm Person* (at will)
►*Cloudkill* (at will)
►*Confusion* (at will)
►*Darkness* (at will)
►*Dispel Magic* (at will)
►*Finger of Death* (at will)
►*Haste* (at will)

- *Hold Person* (at will)
- *Invisibility* (at will)

Nightwalkers are only hit by +3 weapons or better, and are immune to spells of 5th level or lower, *Charm*, *Hold*, illusions, wands, poison, petrification and cold effects. They take only half damage from breath weapons.

Nightwalkers are resistant to being *Turned*, and may make a saving throw *vs Spells* to ignore an attempt to turn them. If the turn result is a 'D', then they may make a second saving throw to reduce it to a 'T'.

Nightwalkers emanate a distinctive chilling aura within 120' which spoils all consumables (no save), including food, potions, and even holy water. Spoiled consumables are not poisonous, but are inedible and useless. This aura usually prevents the nightwalker from surprising opponents.

Any creature touching a nightwalker must make a saving throw *vs Poison* or die. This poison does not travel through weapons, so melee attacks with weapons are safe.

The blows of a nightwalker do 3d10 damage and the target must make a saving throw *vs Poison* or die. Additionally, these blows are so powerful that they have a 50% chance of destroying their foe's armour or shield. This chance is reduced by 10% per magical "plus" of the item. Check for armour being destroyed only if the foe is not using a shield.

A nightwalker has a gaze attack that it can use instead of physically attacking or casting spells, that will magically curse one opponent per round within 60' unless that opponent can make a saving throw *vs Spells*. A cursed character takes a –4 penalty on all attack rolls and saving throws, until the curse is removed by either a *Dispel Evil* cast by anyone or a *Remove Curse* cast by a spell caster of at least 25th level.

Nightwing

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	10' (Fly: 80')
Armour Class:	-8*
Hit Dice:	19***** (104hp)
Attack Bonus:	+14
Attacks:	Bite (1d6+6 + Special)
vs Death/Poison:	5
vs Wand:	5
vs Paralyse/Petrify:	6
vs Dragon Breath:	6
vs Rod/Staff/Spell:	7
Alignment:	Chaotic
Intelligence:	19
Morale:	12
XP Value:	10,000

Nightwings are a type of nightshade, incredibly powerful undead. They appear to be giant rotting bats with a 50' wing span. Nightwings are extremely intelligent. Because they know that they are so conspicuous that operating openly would attract the attention of all the most powerful foes, they usually remain hidden and work through their minions as an *Undead Liege*. Nightwings desire to completely eradicate the living and make everyone undead, and work towards that end, although they do not co-operate well with others in anything other than a relationship of absolute dominance.

Nightwings can cast the following spells, as if 21st level casters:

- *Detect Magic* (constant)
- *Detect Invisible* (constant)
- *Cause Disease* (at will)
- *Charm Person* (at will)
- *Cloudkill* (at will)
- *Confusion* (at will)
- *Darkness* (at will)
- *Dispel Magic* (at will)
- *Finger of Death* (at will)
- *Haste* (at will)
- *Hold Person* (at will)
- *Invisibility* (at will)

Nightwings are only hit by +3 weapons or better, and are immune to spells of 5th level or lower, *Charm*, *Hold*, illusions, wands, poison, petrification and cold effects. They take only half damage from breath weapons.

Nightwings are resistant to being *Turned*, and may make a saving throw *vs Spells* to ignore an attempt to turn them. If the turn result is a 'D', then they may make a second saving throw to reduce it to a 'T'.

Nightwings emanate a distinctive chilling aura within 120' which spoils all consumables (no save), including food, potions, and even holy water. Spoiled consumables are not poisonous, but are inedible and useless. This aura usually prevents the nightwing from surprising opponents.

Any creature touching a nightwing must make a saving throw *vs Poison* or die. This poison does not travel through weapons, so melee attacks with weapons are safe.

The bite of a nightwing does 1d6+6 damage, and the victim must make a saving throw *vs Poison* or die. If the victim survives, they must also make a saving throw *vs Spells* or be *Polymorphed* into a giant bat. Any opponent turned into a bat becomes a loyal servant of the nightwing until the *Polymorph* is dispelled.

A nightwing has a gaze attack that it can use instead of physically attacking or casting spells, that will magically curse one opponent's weapon, shield or armour per round within 60' unless that opponent can make a saving throw *vs Spells*. A cursed item temporarily loses one point of magical "plus", until the curse is removed by either a *Dispel Evil* cast by anyone or a *Remove Curse* cast by a spell caster of at least 25th level.

Nixie

Type: Humanoid
Habitat: River (Rare)
Wandering Group: 0 (Nil)
Lair Group: 2d20 (B)
Move: 40’
Armour Class: 7
Hit Dice: 1* (5hp)
Attack Bonus: +1
Attacks: Dagger (1d4) or Special
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 13
vs Dragon Breath: 15
vs Rod/Staff/Spell: 15
Alignment: Neutral
Intelligence: 13
Morale: 6
XP Value: 13

Nixies are 3’ tall water spirits that take the appearance of small human women. They are bound to their river or lake in the same way that dryads are bound to their tree, and can only survive for 10 minutes if taken more than 240’ away from their water.

Ten nixies working together can cast a *Charm Person* spell, and they will often use this to persuade intruders to stay with them as companions. Nixies can each cast *Water Breathing* once per day, and this lasts for 24 hours.

Occasionally, nixies can be shamans (to 6th level) or sorcerers (to 4th level).

Nuckalavee

Type: Monster
Habitat: Ocean (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Nil)
Move: 40’ (Swim: 120’)
Armour Class: 4*
Hit Dice: 11*** (50hp)
Attack Bonus: +10
Attacks: Claw (3d8 + Special) & Claw (3d8 + Special)
vs Death/Poison: 6
vs Wand: 7
vs Paralyse/Petrify: 8
vs Dragon Breath: 9
vs Rod/Staff/Spell: 10
Alignment: Chaotic
Intelligence: 9
Morale: 10
XP Value: 3,500

A nuckalavee appears similar to a centaur with transparent skin, so that all the muscles and organs can be seen. Nuckalavees are amphibious, and live in coastal waters.

Nuckalavees are immune to fire and poison, and regenerate 3 hit points per round until slain.

A nuckalavee has an aura with a 120’ range that kills all small insects, birds, rodents, and other similar creatures with 2 hit points or less. Within 50’ all creatures must make a saving throw *vs Paralysis* or flee in terror for 2d6 rounds. This saving throw must be made each round.

Anyone struck by a nuckalavee must make a saving throw *vs Death Ray* or die. Additionally, a nuckalavee can breathe a cone of cold 60’ long and 10’ wide at the end that does damage equal to its current hit points (save *vs Breath Weapons* for half damage).

Although not undead themselves, nuckalavee are friendly with undead creatures and can act as an *Undead Liege*.

Ochre Jelly

Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 10’
Armour Class: 8
Hit Dice: 5* (23hp)
Attack Bonus: +5
Attacks: Touch (2d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 300

An ochre jelly is an orange-brown amoeba-like ooze.

Ochre jellies can only be harmed by fire or cold. Other attacks do no damage but split the ochre jelly into 1d4+1 smaller (2 hit dice, attack bonus +3, 1d6 damage) jellies.

An ochre jelly can dissolve wood, leather or cloth in one turn, but cannot eat through metal.

Ogre

Type: Humanoid
Habitat: Any (Common)
Wandering Group: 1d6 (Sx10)
Lair Group: 2d6 (Sx100 + C)
Move: 30'
Armour Class: 5 {*-1 vs 2*}
Hit Dice: 4+1 (19hp)
Attack Bonus: +5 {*+1*}
Attacks: Club {*1d6+1*}+2
Weapon Expertise: Skilled {*Deflect x 1*}
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 6
Morale: 10
XP Value: 125

Ogres are 9' tall heavily built humanoids. Ogres are rather dull witted, and will usually try to bully others to serve them rather than hunt for themselves. When this does not work, they will often work as hired muscle for other creatures. For an ogre, knowing where the next meal is coming from and having shiny coins to count are life's greatest luxuries.

Ogres are not particularly evil or malicious, but have no qualms about doing unpleasant or immoral tasks if paid to do so. They simply don't think about what they are doing.

Ogres can occasionally be found working in human settlements, although their tendency to break things can often mean that they are more trouble than they are worth.

Some particularly bright ogres can be shamans (to 4th level) or sorcerers (to 2nd level).

Orc

Type: Humanoid
Habitat: Any (Common)
Wandering Group: 2d4 (P)
Lair Group: 10d6 (D)
Move: 40'
Armour Class: 6
Hit Dice: 1 (5hp)
Attack Bonus: +1
Attacks: Sword (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: Chaotic
Intelligence: 7
Morale: 8
XP Value: 10

Orcs are pig-headed humanoids with pink skin.

They usually live underground and only come out at night, since they take a –1 penalty to attack rolls in strong daylight.

Orcs have strong tribal structures, and tribes often fight each other and raid each other for slaves. It is not unknown for a slave rebellion in an orc community to end up with the previous masters as the new slaves and the previous slaves forming a new tribe. Orcs will also use goblins, kobolds, or even humans as slaves if they can get them.

Despite their loose social structures, orcs are very industrious and can often be found making weapons and armour for other races. Orcish designs emphasise simplicity and efficiency over decoration and art.

Although orcs sometimes trade with humans, relations are always strained because of the orcs' slaving tendencies.

Owlbear

Type: Monster
Habitat: Woods (Common) Underground (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (C)
Move: 40'
Armour Class: 5
Hit Dice: 5
Attack Bonus: +5
Attacks: Claw (1d8) & Claw (1d8) & Bite (1d8)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 175

An owlbear is a large bear-like creature with the head of an owl.

Owlbears are bad tempered carnivores, and will often attack even when not hungry.

If an owlbear hits the same opponent with both claw attacks, it can squeeze for an additional 2d8 damage.

Pegasus

Type:	Monster
Habitat:	Clear (Rare) Hills (Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d12 (Nil)
Move:	80' (Fly: 160')
Armour Class:	6
Hit Dice:	2+2 (11hp)
Attack Bonus:	+3
Attacks:	Kick (1d6) & Kick (1d6)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	4
Morale:	8
XP Value:	25

Pegasi are winged horses. They are more intelligent than normal horses (although not sapient) and can not be domesticated, although they may befriend an individual and allow themselves to be ridden by that individual.

Phantom (Apparition)

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1 (L)
Lair Group:	1 (N, O)
Move:	60'
Armour Class:	0*
Hit Dice:	10*** (45hp)
Attack Bonus:	+10
Attacks:	Claw (1d6+2) & Claw (1d6+2)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	10
vs Dragon Breath:	13
vs Rod/Staff/Spell:	11
Alignment:	Chaotic
Intelligence:	11
Morale:	10
XP Value:	3,250

An apparition is a transparent (but visible) incorporeal undead creature.

Anyone seeing an apparition within 120' must run in fear and be unable to approach the apparition any closer than this radius. Creatures with more than 3 hit dice may make a saving throw *vs Spells* to avoid this effect.

An apparition can only be hit by magical weapons, and can resist *Turn* attempts. If an apparition is turned with anything other than a 'D' result, it can make a saving throw *vs Spells* to reflect the turn back on the cleric, who must then save *vs Spells* or be paralysed for 2d6 rounds.

An apparition can surround itself with a 20' radius of swirling mist. All who enter the mist must make a saving throw *vs Spells* or be paralysed for 12 rounds. The apparition will usually attack paralysed targets first, gaining a +4 to hit.

Any human or demi-human killed by an apparition will fade away and become one in a week (even if raised) unless a *Dispel Evil* is cast on them.

Phantom (Shade)

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1 (L, N, V)
Lair Group:	0 (Nil)
Move:	40'
Armour Class:	0*
Hit Dice:	11***
Attack Bonus:	+10
Attacks:	Dagger (3d4)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	9
vs Dragon Breath:	12
vs Rod/Staff/Spell:	11
Alignment:	Chaotic
Intelligence:	10
Morale:	9
XP Value:	3,500

A shade is a transparent (but visible) incorporeal undead creature. A shade always stays indoors during the day, only venturing outside at night to quickly move from building to building.

Anyone seeing a shade within 120' must run in fear and be unable to approach the shade any closer than this radius. Creatures with more than 3 hit dice may make a saving throw *vs Spells* to avoid this effect.

A shade can only be hit by magical weapons, and can resist *Turn* attempts. If an apparition is turned with anything other than a 'D' result, it can make a saving throw *vs Spells* to reflect the turn back on the cleric, who must then save *vs Spells* or be paralysed for 2d6 rounds.

A shade can perform the *Charge* action in combat. If it does so, it does not make a normal dagger attack at the end of the charge, but dashes up to its target's face screaming. The target must make a saving throw *vs Death Ray* or immediately drop dead from fear.

A shade normally attacks by charging through a wall or door, surprising its opponents on a 1-5 on a d6.

Phantom (Vision)

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (L, N, O)
Move:	-
Armour Class:	0*
Hit Dice:	12***
Attack Bonus:	+11
Attacks:	Special
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	11
vs Rod/Staff/Spell:	10
Alignment:	Chaotic
Intelligence:	9
Morale:	12
XP Value:	3,875

A vision is a composite undead creature, consisting of the transparent forms of 2d4 creatures.

Anyone seeing a vision within 120' must run in fear and be unable to approach the vision any closer than this radius. Creatures with more than 3 hit dice may make a saving throw *vs Spells* to avoid this effect.

A vision can only be hit by magical weapons, and can resist *Turn* attempts. If an apparition is turned with anything other than a 'D' result, it can make a saving throw *vs Spells* to reflect the turn back on the cleric, who must then save *vs Spells* or be paralysed for 2d6 rounds. If a vision is successfully turned, it disappears for 1d6 hours.

A vision will cry and howl when met. All within 90' who hear this must make a saving throw *vs Spells* or collapse in despair and spend 1d10+10 rounds curled up and crying for the lost souls.

The figures of the vision will then attack with melee weapons, with each figure attacking independently and able to move 40' per round but unable to leave the area. A vision has a single collective set of hit points, and when these run out all figures are destroyed.

Phoenix (Greater)

Type:	Monster
Habitat:	Any (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d2 (Vx2)
Move:	50' (Fly: 150')
Armour Class:	-2*
Hit Dice:	18***** (81hp)
Attack Bonus:	+14
Attacks:	Claw (2d6) & Claw (2d6) & Bite (4d6)
vs Death/Poison:	5
vs Wand:	5
vs Paralyse/Petrify:	6
vs Dragon Breath:	6
vs Rod/Staff/Spell:	7
Alignment:	Neutral
Intelligence:	6
Morale:	10
XP Value:	8,875

A greater phoenix is a red-orange eagle like bird with a 25' wing span, surrounded by a halo of fire. Phoenixes are never hostile unless attacked, but will fight to the death to defend themselves.

Greater phoenixes can only be hit by +3 or better weapons, and are immune to *Charm* and *Hold* spells and all fire based attacks.

All creatures within 20' of a greater phoenix take 6d6 fire damage per round.

When a greater phoenix is destroyed, it explodes into an 18d6 *Fireball* with a 20' radius. Creatures in the area may save *vs Breath Weapon* to take half damage, but resistances or immunities to fire do not reduce the damage.

The greater phoenix will rise from its own ashes one round later, and flee from its attackers if possible.

There is no way short of a *Wish* to keep a phoenix dead permanently.

Phoenix (Lesser)

Type:	Monster
Habitat:	Any (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d2 (V)
Move:	30' (Fly: 120')
Armour Class:	2*
Hit Dice:	9***** (81hp)
Attack Bonus:	+9
Attacks:	Claw (1d6) & Claw (1d6) & Bite (2d6)
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	Neutral
Intelligence:	6
Morale:	10
XP Value:	4,400

A lesser phoenix is a red-orange eagle like bird with a 10' wing span, surrounded by a halo of fire. Phoenixes are never hostile unless attacker, but will fight to the death to defend themselves.

Lesser phoenixes can only be hit by +3 or better weapons, and are immune to *Charm* and *Hold* spells and all fire based attacks.

All creatures within 10' of a lesser phoenix take 3d6 fire damage per round.

When a lesser phoenix is destroyed, it explodes into a 9d6 *Fireball* with a 20' radius. Creatures in the area may save *vs Breath Weapon* to take half damage, but resistances or immunities to fire do not reduce the damage.

The lesser phoenix will rise from its own ashes one round later, and flee from its attackers if possible.

There is no way short of a *Wish* to keep a phoenix dead permanently.

Pixie

Type:	Humanoid
Habitat:	Woods (Rare)
Wandering Group:	2d4 (R+S)
Lair Group:	4d10 (Nil)
Move:	30' (Fly: 60')
Armour Class:	3
Hit Dice:	1*** (5hp)
Attack Bonus:	+1
Attacks:	Dagger (1d4)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	13
vs Dragon Breath:	15
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	14
Morale:	7
XP Value:	19

Pixies are 1' tall elf-like creatures with butterfly wings.

They are naturally *Invisible* at all times, even when attacking, but they can make themselves visible when they want to.

Pixies are not strong fliers, and can only fly for half an hour before having to rest.

Pixies are generally on friendly terms with both humans and elves, although they hate orcs and goblins and do their best to drive them from their woods.

Pixies can be shamans (to 6th level) or sorcerers (to 4th level).

Pterosaur (Large)

Type:	Animal
Habitat:	Any (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d2 (Nil)
Move:	60'
Armour Class:	5
Hit Dice:	10 (45hp)
Attack Bonus:	+10
Attacks:	Bite (3d6)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	None
Intelligence:	2
Morale:	9
XP Value:	1,000

Pterosaurs are flying reptiles found in "lost world" areas. They are closely related to dinosaurs.

Pterosaurs are carnivorous, and eat mostly small animals and fish.

These statistics are for a pterosaur with a wingspan of over 50'.

Pterosaur (Medium)

Type:	Animal
Habitat:	Any (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d4 (Nil)
Move:	90'
Armour Class:	6
Hit Dice:	5 (23hp)
Attack Bonus:	+10
Attacks:	Bite (1d12)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	175

Pterosaurs are flying reptiles found in "lost world" areas. They are closely related to dinosaurs.

Pterosaurs are carnivorous, and eat mostly small animals and fish.

These statistics are for a pterosaur with a wingspan of 10' to 50'.

Pterosaur (Small)

Type:	Animal
Habitat:	Any (Very Rare)
Wandering Group:	2d4 (Nil)
Lair Group:	2d4 (Nil)
Move:	60’
Armour Class:	7
Hit Dice:	1 (5hp)
Attack Bonus:	+1
Attacks:	Bite (1d3)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	8
XP Value:	10

Pterosaurs are flying reptiles found in “lost world” areas. They are closely related to dinosaurs.

Pterosaurs are carnivorous, and eat mostly small animals and fish.

These statistics are for a pterosaur with a wingspan of less than 10’.

Purple Worm

Type:	Monster
Habitat:	Any (Very Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d4 (D)
Move:	20’
Armour Class:	6
Hit Dice:	15* (68hp)
Attack Bonus:	+12
Attacks:	Bite (2d8) & Sting (1d8 + Special)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	0
Morale:	10
XP Value:	2,700

A purple worm is a huge (100’ long) slimy worm like creature. Purple worms tunnel through the earth, and rise to the surface to feed.

If a purple worm bites an opponent of human sized or smaller, and its to-hit roll is at least 4 more than it needs to be to hit, or is a natural 20, then it will swallow the victim whole.

Swallowed creatures take 3d6 damage per round until the purple worm is killed.

Anyone stung by the stinger must make a saving throw *vs Poison* or die; although if the purple worm is encountered underground it is likely that it can not use its stinger in combat as it will not have room to manoeuvre.

Rat

Type:	Animal
Habitat:	Any (Common)
Wandering Group:	5d10 (Nil)
Lair Group:	5d10 (L)
Move:	20’ (Swim: 10’)
Armour Class:	9
Hit Dice:	1 hit point
Attack Bonus:	+0
Attacks:	Special
vs Death/Poison:	13
vs Wand:	14
vs Paralyse/Petrify:	15
vs Dragon Breath:	16
vs Rod/Staff/Spell:	17
Alignment:	None
Intelligence:	2
Morale:	5
XP Value:	2

Rats are omnivorous rodents, who are adept at learning and have a very well developed direction sense.

Normally, rats will not attack large creatures unless magically controlled.

In combat, rats should be split into groups of 5-10 individuals. Each group will attack a single target, and can collectively bite for 1d6 damage. If enough rats are killed that a group is no longer viable, those rats will disperse.

Rat bites have a 1 in 20 chance of transmitting a disease. If this is the case, the victim is affected as if by a *Cause Disease* spell (complete with saving throw).

Rat (Giant)

Type: Animal
Habitat: Any (Common)
Wandering Group: 3d6 (Nil)
Lair Group: 3d10 (Nil)
Move: 40’ (Swim: 20’)
Armour Class: 7
Hit Dice: 1/2 (3hp)
Attack Bonus: +1
Attacks: Bite (1d3)
vs Death/Poison: 13
vs Wand: 14
vs Paralyse/Petrify: 15
vs Dragon Breath: 16
vs Rod/Staff/Spell: 17
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 5

Giant rats are 3’ long scavenging rodents. They are as smart as normal rats, although more aggressive. They will attack human sized creatures if they outnumber them.

Giant rat bites have a 1 in 20 chance of transmitting a disease. If this is the case, the victim is affected as if by a *Cause Disease* spell (complete with saving throw).

Rhagodessa (Giant)

Type: Animal
Habitat: Woods (Rare)
Wandering Group: 1d4 (U)
Lair Group: 1d6 (Nil)
Move: 50’
Armour Class: 5
Hit Dice: 4+2 (20hp)
Attack Bonus: +5
Attacks: Leg (Special) & Bite (2d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 125

A giant rhagodessa is an arachnid similar to a spider or scorpion, but the size of a horse. They are nocturnal hunters, that will attack any prey smaller than themselves.

Rhagodessas do not have stings or create webs, but their front legs end in suckers for holding prey.

Anyone hit by a leg will be automatically pulled to the rhagodessa’s mouth and bitten in the next round.

Robber Fly (Giant)

Type: Animal
Habitat: Any (Rare)
Wandering Group: 1d6 (U)
Lair Group: 2d6 (Nil)
Move: 30’ (Fly: 60’)
Armour Class: 6
Hit Dice: 2 (9hp)
Attack Bonus: +3
Attacks: Bite (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 8
XP Value: 20

A giant robber fly is a 3’ long insect with yellow and black stripes. Although it closely resembles a giant bee or wasp, it is not related to those and has no sting.

Giant robber flies mostly prey on giant bees, and are immune to the poison of giant bees.

When they encounter larger creatures, they will usually hide. If their hiding place is disturbed, they will leap out and attack the intruder, surprising on a 1-4 on 1d6.

Roc (Giant)

Type: Animal

Habitat: Mountains (Rare)

Wandering Group: 0 (Nil)

Lair Group: 1 (I)

Move: 20’ (Fly: 160’)

Armour Class: 0

Hit Dice: 36 (162hp)

Attack Bonus: +23

Attacks: Claw (3d6) & Claw (3d6) & Bite (8d6)

vs Death/Poison: 5

vs Wand: 6

vs Paralyse/Petrify: 6

vs Dragon Breath: 7

vs Rod/Staff/Spell: 8

Alignment: None

Intelligence: 2

Morale: 10

XP Value: 6,250

A roc is a huge eagle-like bird.

Rocs are very territorial, and will chase other large predators out of their areas.

The statistics here are for a roc with a 50’ wingspan or more.

Roc (Large)

Type: Animal

Habitat: Mountains (Rare)

Wandering Group: 0 (Nil)

Lair Group: 1d8 (I)

Move: 20’ (Fly: 160’)

Armour Class: 2

Hit Dice: 12 (54hp)

Attack Bonus: +11

Attacks: Claw (1d8) & Claw (1d8) & Bite (2d10)

vs Death/Poison: 9

vs Wand: 10

vs Paralyse/Petrify: 11

vs Dragon Breath: 12

vs Rod/Staff/Spell: 13

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 1,250

A roc is a huge eagle-like bird.

Rocs are very territorial, and will chase other large predators out of their areas.

The statistics here are for a roc with a 15’-50’ wingspan.

Roc (Small)

Type: Animal

Habitat: Mountains (Rare)

Wandering Group: 0 (Nil)

Lair Group: 1d12 (I)

Move: 20’ (Fly: 160’)

Armour Class: 2

Hit Dice: 6 (27hp)

Attack Bonus: +6

Attacks: Claw (1d4+1) & Claw (1d4+1) & Bite (2d6)

vs Death/Poison: 11

vs Wand: 12

vs Paralyse/Petrify: 13

vs Dragon Breath: 14

vs Rod/Staff/Spell: 15

Alignment: None

Intelligence: 2

Morale: 8

XP Value: 275

A roc is a huge eagle-like bird.

Rocs are very territorial, and will chase other large predators out of their areas.

The statistics here are for a roc with less than a 15’ wingspan.

Rockroach

Type:	Monster
Habitat:	Underground (Common)
Wandering Group:	1d4 (V)
Lair Group:	1d4 (Nil)
Move:	20’
Armour Class:	2
Hit Dice:	3+1* (15hp)
Attack Bonus:	+4
Attacks:	Bite (1d6) & Special
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	75

Rockroaches are squat creatures about 3’ tall with a hard stony carapace like that of a horseshoe crab. When motionless they look exactly like boulders.

Rockroaches are peaceful creatures that prefer to live in natural caverns near water and eat the mosses, fungi and lichens that grow there. If they are disturbed they will lift up their carapace to reveal glowing eyes.

Once per round, a rockroach can gaze at a target and cause that target to be paralysed for 2d4 rounds unless they can make a saving throw *vs Paralysis*. If the rockroaches manage to paralyse all opponents, or the opponents retreat, the rockroaches will back off themselves.

However, if the opponents continue to attack, rockroaches will defend themselves by biting and continuing to attempt to paralyse foes. If forced into self defence like this, rockroaches will not simply leave paralysed opponents to recover, but will kill them.

Rust Monster

Type:	Monster
Habitat:	Underground (Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (Nil)
Move:	40’
Armour Class:	2
Hit Dice:	5* (23hp)
Attack Bonus:	+5
Attacks:	Touch (Special)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	300

A rust monster appears like a 5’ tall armadillo with a long tail and two feathery antennae on its head.

Rust monsters normally eat rusted metal or metal ores. They are particularly attracted to the smell of refined metal, and usually attempt to rust and eat it.

The antennae of a rust monster will rust any metal they contact. A successful attack on a target with a metal weapon or shield or wearing metal armour means that one of those items has been touched and will immediately crumble to powdered rust. A rust monster will normally try to rust weapons first, to minimise the danger to itself.

If an item is magical, it has a 10% chance per magical “plus” of resisting the effect.

If well treated and regularly fed, rust monsters can be trained to attack only strangers. Such trained rust monsters are sometimes kept by tribes or individuals who fear armed attack by others.

Salamander (Flame)

Type:	Monster
Habitat:	Mountains (Very Rare)
Wandering Group:	1d4+1 (Nil)
Lair Group:	2d4 (F)
Move:	40’
Armour Class:	2*
Hit Dice:	8* (36hp)
Attack Bonus:	+8
Attacks:	Claw (1d4) & Claw (1d4) & Bite (1d8)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	1
Morale:	8
XP Value:	1,200

Fire salamanders are 15’ long bright red amphibians that radiate great heat. Most fire salamanders live in volcanoes and lava just as normal salamanders live in water.

Flame salamanders radiate a great amount of heat, doing 1d8 points of fire damage to all creatures within 20’.

A flame salamander is immune to fire, and to non-magic weapons.

Salamander (Frost)

Type:	Monster
Habitat:	Arctic (Very Rare)
Wandering Group:	1d3 (Nil)
Lair Group:	1d3 (E)
Move:	40’
Armour Class:	3*
Hit Dice:	12* (54hp)
Attack Bonus:	+11
Attacks:	Claw (1d4) & Claw (1d4) & Claw (1d4) & Claw (1d4) & Bite (2d6)
vs Death/Poison:	6
vs Wand:	7
vs Paralyse/Petrify:	8
vs Dragon Breath:	9
vs Rod/Staff/Spell:	10
Alignment:	None
Intelligence:	1
Morale:	9
XP Value:	2,125

Frost salamanders are six legged amphibians that grow to 20’ long.

Frost salamanders live in arctic areas or other intensely cold waters.

In combat, a frost salamander will rear up onto its back two legs and attack with all four front and middle legs.

Frost salamanders radiate an intense cold that does 1d8 damage per round to all within 20’. Frost salamanders are immune to cold attacks and can only be hit by magical weapons.

Sasquatch

Type:	Humanoid
Habitat:	Mountains (Very Rare) Woods (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1d10 (Nil)
Move:	50’
Armour Class:	6
Hit Dice:	5* (23hp)
Attack Bonus:	+5
Attacks:	Claw (2d4) & Claw (2d4) or Boulder (2d8)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Neutral
Intelligence:	6
Morale:	6
XP Value:	300

Sasquatches are 8’ tall powerfully built ape-like humanoids with long fur that changes from brown to white depending on the season.

Sasquatches are not normally aggressive except in self defence, and have been known to rescue lost travellers and guide them to safety.

When enraged, a sasquatch will attack with its claws, and if both claws hit the same opponent it will hug the opponent for 4d6 damage.

Sasquatches can also throw boulders (range: 50/75/100) for 2d8 damage each.

Scorpion (Giant)

Type:	Animal
Habitat:	Desert (Rare)
Wandering Group:	1d6 (V)
Lair Group:	1d6 (Nil)
Move:	50’
Armour Class:	2
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Claw (1d10) & Claw (1d10) & Sting (1d4 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	11
XP Value:	125

Giant scorpions can grow up to 8’ in length, and are aggressive hunters.

A giant scorpion hunts by grasping creatures in its claws and stinging them. If either claw attack hits an opponent, the giant scorpion gets a +2 bonus to hit that same opponent with its stinger.

Anyone stung by a giant scorpion must make a saving throw *vs Poison* or die.

Scorpion Man

Type:	Monster
Habitat:	Desert (Rare)
Wandering Group:	1d8 (V)
Lair Group:	2d10 (J,K,Mx2)
Move:	80’
Armour Class:	1 {*-2 vs 1*}
Hit Dice:	8*** (36hp)
Attack Bonus:	+8 {*+4*}
Attacks:	Poleaxe {*1d10+6*} & Sting (1d10 + Special)
Weapon Expertise:	Expert {*Deflect x 1*}
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	Chaotic
Intelligence:	8
Morale:	10
XP Value:	2,300

Scorpion men are xenophobic and isolationist humanoids that live in remote deserts. They are similar to centaurs, having a human body with arms and head coming forth from the body of a giant scorpion.

Anyone stung by a scorpion man must make a saving throw *vs Poison* or die. Even if the saving throw is made, any creature not immune to paralysis or poison will still be paralysed for 1d8-1 rounds.

Scorpion men can be shamans (to 13th level) or sorcerers (to 8th level).

Shadow

Type:	Monster
Habitat:	Woods (Rare) Underground (Rare)
Wandering Group:	1d8 (Nil)
Lair Group:	1d12 (F)
Move:	30’
Armour Class:	7
Hit Dice:	2+2* (11hp)
Attack Bonus:	+3
Attacks:	Touch (1d4 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	Chaotic
Intelligence:	4
Morale:	12
XP Value:	35

Shadows are dark and incorporeal barely sapient creatures that lurk in corners and cellars.

A shadow looks very much like a real shadow, although it is difficult to see and can surprise opponents on a roll of 1-5 on 1d6.

Anyone touched by a shadow loses 1 point of strength. This weakness lasts for an hour. If an opponent is drained to zero strength, they immediately become a shadow themselves.

Despite their appearance, shadows are not undead and cannot be turned.

Shark (Bull)

Type:	Animal
Habitat:	Ocean (Common)
Wandering Group:	0 (Nil)
Lair Group:	3d6 (Nil)
Move:	60’
Armour Class:	4
Hit Dice:	2* (9hp)
Attack Bonus:	+3
Attacks:	Bite (2d4)
vs Death/Poison:	2
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	25

Bull sharks are 8’ long brown sharks.

Bull sharks can make a *Charge* attack, which does no damage but forces their opponent to make a saving throw *vs Paralysis* or be stunned for three rounds.

Shark (Great White)

Type: Animal
Habitat: Ocean (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: 60’
Armour Class: 4
Hit Dice: 8 (36hp)
Attack Bonus: +8
Attacks: Bite (2d10)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 650

Great white sharks are among the biggest of sharks, reaching 30’ long.

They are sometimes known to attack small boats.

Shark (Mako)

Type: Animal
Habitat: Ocean (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 2d6 (Nil)
Move: 60’
Armour Class: 4
Hit Dice: 4 (18hp)
Attack Bonus: +4
Attacks: Bite (2d6)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Mako sharks are blue-grey sharks that reach 12’ long. They are notoriously unpredictable, attacking or changing opponents without apparent reason.

Shrieker

Type: Plant
Habitat: Underground (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (Nil)
Move: 3’
Armour Class: 7
Hit Dice: 3 (14hp)
Attack Bonus: +3
Attacks: Special
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 35

Shriekers are large toadstool-like fungi that live underground and slowly move around looking for detritus to eat.

When disturbed by light within 60’ or movement within 30’, shriekers emit a piercing scream which lasts for 1d3 rounds.

The scream of a shrieker will stun animals of rat size or smaller, which the shrieker will then engulf and eat.

Because their shrieking unwittingly makes them into very effective guards, shriekers are often deliberately cultivated by underground races.

Skeleton

Type:	Undead
Habitat:	Any (Common)
Wandering Group:	3d4 (Nil)
Lair Group:	3d10 (Nil)
Move:	20’
Armour Class:	7
Hit Dice:	1 (5hp)
Attack Bonus:	+1
Attacks:	Sword (1d8)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	1
Morale:	12
XP Value:	10

Animated skeletons are the weakest and most basic of undead creatures, and often work as servants and minions to more powerful undead or spell casters.

Although unintelligent, skeletons do have basic instincts, and can react to novel situations.

As undead, skeletons are immune to *Sleep* and *Charm* effects.

Skeleton Dragon

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	40’ (Fly: 80’)
Armour Class:	-3*
Hit Dice:	20***** (90hp)
Attack Bonus:	+15
Attacks:	Claw (2d6) & Claw (2d6) & Bite (1d20+10) or Special
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	9
vs Dragon Breath:	10
vs Rod/Staff/Spell:	11
Alignment:	None
Intelligence:	3
Morale:	12
XP Value:	11,375

A skeleton dragon is the undead form of a dragon. Despite its skeletal nature, it can still fly and still has a breath weapon.

Skeleton dragons can see invisible things and are immune to *Sleep*, *Charm*, *Hold* and all mind affecting spells, as well as fire, cold, poison and all gases. They are also immune to any spell of less than 5th level, and are only hit by +3 or better weapons.

Three times per day, a skeleton dragon can breathe a 20’x20’x20’ cloud of poisonous gas. Any within the cloud must make a saving throw *vs Poison* or die.

Because of their powerful nature, skeleton dragons cannot be destroyed using a *Dispel Magic* spell, and are very resistant to being turned. Skeleton Dragons use the Spirit entry on *table 4-2b*, and if a cleric gets a ‘D’ result, the skeleton dragon may make a saving throw *vs Spells* to avoid the effect. If a cleric gets a normal turning result, the turn effect only lasts for 1d4 rounds before the skeleton dragon recovers.

Snake (Pit Viper)

Type:	Animal
Habitat:	Any (Common)
Wandering Group:	1d8 (Nil)
Lair Group:	1d8 (Nil)
Move:	30’
Armour Class:	6
Hit Dice:	2* (9hp)
Attack Bonus:	+3
Attacks:	Bite (1d4 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	2
Morale:	7
XP Value:	25

Pit vipers are 5’ long greyish green poisonous snakes. They have pits in their head which grant them *Heatvision.*

Pit vipers are very quick and always win initiative.

Anyone bitten by a pit viper must make a saving throw *vs Poison* or die.

Snake (Racer)

Type: Animal
Habitat: Any (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d8 (Nil)
Move: 40’
Armour Class: 5
Hit Dice: 2 (9hp)
Attack Bonus: +3
Attacks: Bite (1d6)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 20

Racer snakes are 4’ long, but not poisonous, relying on their fast speed to catch small prey.

A racer will bite larger opponents in self defence, but is not normally aggressive.

Snake (Rattler)

Type: Animal
Habitat: Any (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1de (Nil)
Move: 40’
Armour Class: 5
Hit Dice: 4* (18hp)
Attack Bonus: +4
Attacks: Bite (1d4 + Special) & Bite (1d4 + Special)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 125

Rattlers are known for their warning displays which involve shaking their tails and making a distinct rattling sound.

A rattler is very fast and can attack twice per round. Anyone bitten by a rattler must make a saving throw *vs Poison* or become ill and die after 1d6x10 minutes.

Snake (Rock Python)

Type: Animal
Habitat: Any (Common)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (Nil)
Move: 30’
Armour Class: 6
Hit Dice: 5* (22hp)
Attack Bonus: +5
Attacks: Bite (1d4 + Special)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 300

Rock pythons are 30’ long non-poisonous snakes that squeeze their prey to death.

A rock python will attempt to bite its prey, and if successful, it will coil around the victim and squeeze for 2d4 points of damage.

The snake will then cease biting, and automatically squeeze for 2d4 damage per round until slain.

Snake (Sea Snake)

Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (Nil)
Move: 30’
Armour Class: 6
Hit Dice: 3* (14hp)
Attack Bonus: +3
Attacks: Bite (1 + Special)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 50

Sea snakes are 6’ long snakes that live in the sea and rarely if ever venture onto land.

A sea snake will bite a victim—the bite goes un-noticed 50% of the time—and then patiently follow it until it dies.

The bite of a sea snake only does a single point of damage, but injects a poison that takes 1d4+2x10 minutes to work. If the victim fails a saving throw *vs Poison*, they will fall sick and die over that time period.

Snake (Spitting Cobra)

Type: Animal
Habitat: Any (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 30’
Armour Class: 7
Hit Dice: 1* (5hp)
Attack Bonus: +1
Attacks: Bite (1d3 + Special) or Spit (Special)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 13

Spitting cobras are 3’ long grey snakes.

If disturbed, they can spit a stream of venom up to 10’ into a target’s eyes. The target must make a saving throw *vs Poison* or be blinded until cured.

The bite of a spitting cobra is also venomous, causing the victim to sicken and die in 1d10x10 minutes unless they can make a saving throw *vs Poison*.

Spectral Hound

Type: Enchanted Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 50’
Armour Class: -2
Hit Dice: 5** (23hp)
Attack Bonus: +5
Attacks: Bite (2d6 + Special)
vs Death/Poison: 10
vs Wand: 11
vs Paralyse/Petrify: 12
vs Dragon Breath: 13
vs Rod/Staff/Spell: 14
Alignment: None
Intelligence: 3
Morale: 12
XP Value: 425

Spectral hounds are ghostly dogs with dark eyes. Although they may appear similar to undead, they are from a far away plane.

Any creature bitten by a spectral hound takes 2d6 damage and must make a saving throw *vs Spells*. A failed saving throw means that the victim begins to fade away. This process takes 24 hours, by which point the victim is completely faded and incorporeal (treat as if having drunk a *Potion of Gaseous Form*).

This fading is permanent, although a faded character is likely to starve to death—being unable to eat solid food—in only a few days.

The only way to counteract the fading once it has started is with a *Dimension Door* spell. The faded victim can walk through the door into the real world again.

Spectral hounds may only be hit by magical weapons, and they are immune to fire and cold.

Spectre

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d8 (E)
Move:	50’ (Fly: 100’)
Armour Class:	2*
Hit Dice:	6** (27hp)
Attack Bonus:	+6
Attacks:	Touch (Special)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	8
Morale:	11
XP Value:	725

Spectres are incorporeal undead creatures, that appear as translucent humanoid figures with glowing eyes.

Spectres can only be hit by magical weapons, and are immune to *Sleep*, *Charm*, and *Hold* spells.

Anyone touched by a spectre takes 1d8 points of damage and is subject to a double strength *Energy Drain* that drains them of two levels (no saving throw).

Anyone slain by a spectre will rise the following night as another spectre unless raised.

Sphinx

Type:	Monster
Habitat:	Desert (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d4 (E)
Move:	60’ (Fly: 120’)
Armour Class:	0*
Hit Dice:	12***** (54hp)
Attack Bonus:	+11
Attacks:	Claw (3d6) & Claw (3d6) & Bite (2d8)
vs Death/Poison:	4
vs Wand:	5
vs Paralyse/Petrify:	5
vs Dragon Breath:	5
vs Rod/Staff/Spell:	6
Alignment:	Any
Intelligence:	13
Morale:	10
XP Value:	5,625

Sphinxes are large winged lions with human faces.

All sphinxes are powerful spell casters: female sphinxes can cast spells as a 12th level cleric, and males as a 12th level magic-user. All saving throws made against spells cast by sphinxes have a –4 penalty.

Twice per day, a sphinx can roar instead of attacking. All within 120’ must save *vs Spells* with a –4 penalty of flee in terror for 1d6x10 minutes. All within 60’ must additionally save *vs Paralysis* or be stunned for 1d6 rounds. All within 10’ must make both saving throws and also take 6d6 damage and are deafened for 1d10x10 minutes (no save).

Sphinxes are immune to non-magical weapons and to spells lower than 4th level.

Sphinxes love riddles, puzzles and trivia; and can often be dissuaded from attacking by trading them new bits and pieces that they have not heard before.

Spider (Black Widow)

Type:	Animal
Habitat:	Woods (Rare)
Wandering Group:	1d3 (U)
Lair Group:	1d3 (Nil)
Move:	20’ (In Web: 40’)
Armour Class:	6
Hit Dice:	3* (14hp)
Attack Bonus:	+3
Attacks:	Bite (2d6 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	8
XP Value:	50

Giant black widow spiders are 6’ long and are black with a distinctive red hour-glass shaped marking.

The web of a giant black widow spider should be treated as if a *Web* spell.

Anyone bitten by a black widow spider must make a saving throw *vs Poison* or die in 10 minutes.

Spider (Crab Spider)

Type:	Animal
Habitat:	Underground (Rare)
Wandering Group:	1d4 (U)
Lair Group:	1d4 (U)
Move:	40'
Armour Class:	7
Hit Dice:	2* (9hp)
Attack Bonus:	+3
Attacks:	Bite (1d8 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	7
XP Value:	25

Giant crab spiders are 5' long spiders with a grey colour that can blend into stone surfaces.

Giant crab spiders don't build webs, but hide in corners and drop or leap out in ambush of prey, surprising on a 1-4 on 1d6.

Anyone bitten by a giant crab spider must make a saving throw *vs Poison* with a +2 bonus or die in 1d4x10 minutes.

Spider (Tarantella)

Type:	Animal
Habitat:	Woods (Rare)
Wandering Group:	1d3 (U)
Lair Group:	1d3 (Nil)
Move:	40'
Armour Class:	5
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Bite (1d8 + Special)
vs Death/Poison:	12
vs Wand:	13
vs Paralyse/Petrify:	14
vs Dragon Breath:	15
vs Rod/Staff/Spell:	16
Alignment:	None
Intelligence:	0
Morale:	8
XP Value:	125

Tarantellas are 7' long hairy spiders resembling tarantulas.

They do not use webs, but are mobile and aggressively hunt.

Anyone bitten by a tarantella must make a saving throw *vs Poison* or start to have painful spasms which resemble dancing.

Anyone seeing this dance must make a saving throw *vs Spells* or join in, dancing in the same manner.

Dancing characters have a –4 on attack rolls and give their opponents +4 on their attack rolls.

The dance can be stopped with a *Dispel Magic* spell, or it will wear off in 2d6x10 minutes. However, dancers will drop from exhaustion after 50 minutes of dancing.

Spider (Phase)

Type:	Extraplanar
Habitat:	Any (Very Rare)
Wandering Group:	2d6 (Nil)
Lair Group:	3d6 (Nil)
Move:	60'
Armour Class:	6
Hit Dice:	5** (23hp)
Attack Bonus:	+5
Attacks:	Bite (2d6 + Special)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Any
Intelligence:	12
Morale:	9
XP Value:	425

Phase spiders are 5' long intelligent and magical spiders. They can shift between the Prime Plane and the Ethereal Plane at will.

In combat, a phase spider will appear in the Prime Plane immediately after the Statement of Intent phase, and then disappear back to the Ethereal Plane once it has made its attack on its initiative. It is therefore only vulnerable to attacks from people who both beat its initiative and were able to correctly predict where it would appear (possibly by delaying their statement of intent until after the spider's statement of intent).

Anyone bitten by a phase spider must save *vs Poison* or die, although the spider can withhold its venom if it chooses.

Phase spiders are as varied in personality as humans. They can become shamans (to 9th level) or sorcerers (to 9th level).

Spirit (Druj)

Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (I, O, V)
Lair Group: 0 (Nil)
Move: 30'
Armour Class: -4*
Hit Dice: 14**** (63hp)
Attack Bonus: +12
Attacks: Special
vs Death/Poison: 6
vs Wand: 6
vs Paralyse/Petrify: 7
vs Dragon Breath: 8
vs Rod/Staff/Spell: 9
Alignment: Chaotic
Intelligence: 14
Morale: 11
XP Value: 5,500

A druj spirit takes the form of an animated body part; either a skeletal hand, an eye or a skull.

A druj travels from place to place by night, as it is powerless during the day.

The chilling aura around a druj is enough to spoil consumable items within 30', including food potions and even holy water. Spoiled goods are no longer edible but are not poisonous. Plants and insects in the area are paralysed (and therefore cannot be magically controlled) and will die if in the aura for more than an hour.

Drujes are only hurt by +2 or better weapons, and are immune to spells below 4th level.

Drujes can use the following spells as if a 16th level caster:

►*Detect Invisible* (constant)
►*Darkness* (at will)
►*Silence 15' Radius* (at will)
►*Cause Disease* (at will)
►*Animate Dead* (at will)
►*Finger of Death* (at will)

The touch of a druj is poisonous. Anyone touching one must make a saving throw *vs Poison* or die.

Once per night, a druj can split itself into four identical copies. Each of these has the physical capabilities of the druj, but only one has the spell casting capabilities.

If the spell casting copy of the druj is slain, one of the other copies becomes the new "master" copy and gains the ability to cast spells.

If a druj is turned by a cleric while split, the pieces must immediately rejoin and can not split again until the following night.

The physical attacks of a druj depend on what body part it is.

Eye: An eye druj flies about trying to touch (and therefore poison) targets. In addition to its touch attack, it may gaze at one opponent per round within 30', who must make a saving throw *vs Paralysis* or be paralysed for 1d4x10 minutes. The druj can automatically touch paralysed opponents, although they still get saving throws against the poison.

Hand: A hand druj claws at targets for 1d4 damage (plus poison). Once it has hit, it holds on to its victim automatically doing damage equal to the armour class of the victim (ignoring dexterity bonus) + 1d4 damage. If the adjusted armour class bonus is negative, the druj still does 1d4 damage (plus poison) per round.

Skull: A skull druj flies at an opponent causing them to have to make a saving throw *vs Spells* or be paralysed with fear for 2d6 rounds. The skull will then bite the paralysed target (automatically hitting) for 2d4 damage (+ poison) each round.

Spirit (Odic)

Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (I, O, V)
Lair Group: 0 (Nil)
Move: Special
Armour Class: -4*
Hit Dice: 16**** (72hp)
Attack Bonus: +13
Attacks: Special
vs Death/Poison: 5
vs Wand: 6
vs Paralyse/Petrify: 6
vs Dragon Breath: 7
vs Rod/Staff/Spell: 8
Alignment: Chaotic
Intelligence: 12
Morale: 12
XP Value: 6,250

An odic spirit travels incorporeally each day, settling into a plant (preferably a tree) at night.

The chilling aura around an odic is enough to spoil consumable items within 30', including food potions and even holy water. Spoiled goods are no longer edible but are not poisonous. Plants and insects in the area are paralysed (and therefore cannot be magically controlled) and will die if in the aura for more than an hour.

Odics are only hurt by +2 or better weapons, and are immune to spells below 4th level.

Odics can use the following spells as if a 16th level caster:

►*Detect Invisible* (constant)
►*Darkness* (at will)
►*Silence 15' Radius* (at will)
►*Cause Disease* (at will)
►*Animate Dead* (at will)
►*Finger of Death* (at will)

The touch of an odic (or the plant it is possessing) is poisonous. Anyone touching one must make a saving throw *vs Poison* or die.

When an odic possesses a plant, the plant immediately dies, and radiates a purplish glow in a 20' radius. Anyone entering this glow must make a saving throw *vs Spells* or be affected by an *Energy Drain.*

Once an odic has chosen its plant, it can no longer move until morning; when it will leave in incorporeal form to find another plant. The odic can, however, use the tree's branches to physically attack anyone who comes close, for 1d12 damage (and the odic's poison).

The odic can make up to 6 leaves, needles, flowers, or other plant parts fly at 30' per round for up to 1 mile from the plant in search of victims. Each of these can touch (attack bonus +4) a creature causing it to make a saving throw *vs Spells* or be entranced and attempt to reach the odic's plant host; suffering a –4 on the saving throw against the plant's level draining aura. Because of the seemingly innocuous nature of the plant parts, they surprise victims on a 1-5 on 1d6.

Spirit (Revenant)

Type:	Undead
Habitat:	Any (Very Rare)
Wandering Group:	1 (I, O, V)
Lair Group:	0 (Nil)
Move:	40'
Armour Class:	-3*
Hit Dice:	18**** (81hp)
Attack Bonus:	+14
Attacks:	Claw (2d4 + Special) & Claw (2d4 + Special) & Bite (1d4+2 + Special)
vs Death/Poison:	5
vs Wand:	6
vs Paralyse/Petrify:	6
vs Dragon Breath:	7
vs Rod/Staff/Spell:	8
Alignment:	Chaotic
Intelligence:	13
Morale:	10
XP Value:	7,525

A revenant spirit travels incorporeally each day, settling into a plant (preferably a tree) at night.

The chilling aura around a revenant is enough to spoil consumable items within 30', including food potions and even holy water. Spoiled goods are no longer edible but are not poisonous. Plants and insects in the area are paralysed (and therefore cannot be magically controlled) and will die if in the aura for more than an hour.

Revenants are only hurt by +2 or better weapons, and are immune to spells below 4th level.

Revenants can use the following spells as if a 16th level caster:

- *Detect Invisible* (constant)
- *Darkness* (at will)
- *Silence 15' Radius* (at will)
- *Cause Disease* (at will)
- *Animate Dead* (at will)
- *Finger of Death* (at will)

The touch of a revenant is poisonous. Anyone touching one must make a saving throw *vs Poison* or die.

A revenant appears much like a zombie, although it moves much more quickly and may leap up to 60' once per 10 minutes.

A revenant attacks by clawing and biting its victims, and each of its attack causes its victim to save *vs Poison* or die.

When first encountered, a revenant will pretend to be a zombie, and then suddenly make a surprise leap attack. This attack will surprise its opponents on a 1-3 on 1d6, and if the target of the leap is surprised then all three attacks automatically hit.

Once per night, a revenant can summon 1d4 spectres to its aid. They arrive within 1d6+2 rounds of being summoned.

Revenants are particularly resistant to being turned. If a cleric gets a 'D' result when turning a revenant, the revenant may make a saving throw *vs Spells* to avoid the effect. If a cleric gets a normal turning result, the turn effect only lasts for 1d4 rounds before the revenant recovers.

Sprite

Type: Humanoid
Habitat: Woods (Common)
Wandering Group: 3d6 (S)
Lair Group: 5d8 (Nil)
Move: 20’ (Fly: 60’)
Armour Class: 5
Hit Dice: 1/2 (3hp)
Attack Bonus: +1
Attacks: Special
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 13
vs Dragon Breath: 15
vs Rod/Staff/Spell: 15
Alignment: Neutral
Intelligence: 14
Morale: 7
XP Value: 6

Sprites are 8” tall winged fey, related to pixies.

Sprites are rather shy, but are very curious and have a keen sense of humour and enjoy playing practical jokes.

Five sprites working together can cast a *Curse* spell, although the effects will always be funny rather than dangerous. The spell can be removed as normal by a *Remove Curse*, or the sprites can remove it at will.

Sprites never fight. If threatened, they will flee.

Sprites can be very kind and helpful when not being silly, and will often look after children who get lost in woods and protect them from danger.

Stirge

Type: Monster
Habitat: Woods (Common)
Underground (Common)
Wandering Group: 1d10 (Nil)
Lair Group: 3d12 (L)
Move: 10’ (Fly: 60’)
Armour Class: 7
Hit Dice: 1* (5hp)
Attack Bonus: +1
Attacks: Bite (1d3)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 1
Morale: 9
XP Value: 13

Stirges are flying creatures that look like a cross between a giant mosquito and a crow. Stirges feed on blood, and attack by attaching themselves to creatures and sucking it out through their long pointed beak.

Once a stirge’s bite attack has succeeded, it will remain attached to its victim sucking blood for 1d3 damage per round.

Stirges get +2 to hit on their initial attack, because of their quick diving flight.

Termite (Giant Water)

Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d6+1 (Nil)
Move: 60’
Armour Class: 5
Hit Dice: 4 (18hp)
Attack Bonus: +4
Attacks: Bite (1d6)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 0
Morale: 11
XP Value: 75

Giant water termites are around 5’ long, and appear like normal termites except for an elastic abdomen that fills up with water and then propels them forward by squeezing a jet out.

Giant water termites are not normally aggressive towards swimmers, but they will attack ships or rafts made of wood.

The bite of a giant water termite does full damage to ships, piers, and other wooden structures.

Toad (Giant)

Type: Animal
Habitat: River (Common)
Underground (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (Nil)
Move: 30’
Armour Class: 7
Hit Dice: 2+2 (11hp)
Attack Bonus: +3
Attacks: Bite (1d4+1)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 25

Giant toads are around 4’ long, with mottled skin that makes them hard to see in poorly lit situations. In such areas, they surprise opponents on a roll of 1-3 on 1d6.

Giant toads can shoot their tongues 15’ and anything dwarf sized or smaller hit by the tongue will be dragged into the toads mouth and automatically bitten.

Treant

Type: Plant
Habitat: Woods (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (C)
Move: 20’
Armour Class: 2
Hit Dice: 8* (36hp)
Attack Bonus: +8
Attacks: Branch (2d6) & Branch (2d6)
vs Death/Poison: 8
vs Wand: 9
vs Paralyse/Petrify: 10
vs Dragon Breath: 11
vs Rod/Staff/Spell: 12
Alignment: Lawful
Intelligence: 11
Morale: 9
XP Value: 1,200

A treant is an intelligent and mobile tree, usually about 18’ tall. Its trunk is split into two legs with rooty feet.

Treants care for the trees and animals of their forest, and are allies to most forest creatures.

A treant can animate two normal trees within 60’ to move and fight as treants. The treant may choose to change which trees it is animating each round.

Treants can only be distinguished from normal trees from distances of less than 90’, and even then the treant can suprise opponents on a 1-3 on 1d6.

Treants can be shamans (to 12th level).

Troglodyte

Type: Humanoid
Habitat: Underground (Rare)
Wandering Group: 1d8 (Nil)
Lair Group: 5d8 (A)
Move: 40’
Armour Class: 5
Hit Dice: 2* (9hp)
Attack Bonus: +3
Attacks: Claw (1d4) & Claw (1d4) & Bite (1d4)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 25

Troglodytes are intelligent humanoid amphibians with short tails and crests on their heads and arms. They live underground near lakes and rivers.

Troglodytes have the ability to change the colour of their skin to blend into backgrounds, and can surprise opponents on 1-4 on 1d6. Troglodytes can also produce a nauseating stench that affects those within melee range of them. Any creature in melee range must make a saving throw *vs Poison* or take a –2 penalty to to-hit rolls until they are no longer near a troglodyte.

Troglodytes dislike all other races, and will try to drive out all intruders from their territory; using diplomacy, then stench, then violence, depending on how persistent the intruders are.

Troll

Type:	Humanoid
Habitat:	Any (Rare)
Wandering Group:	1d8 (Nil)
Lair Group:	1d8 (D)
Move:	40’
Armour Class:	4
Hit Dice:	6+3* (30hp)
Attack Bonus:	+6
Attacks:	Claw (1d6) & Claw (1d6) & Bite (1d10)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	Chaotic
Intelligence:	6
Morale:	10
XP Value:	650

Trolls are loathsome 8’ tall asexual humanoids made of a gelatinous yellow-green slime. The slime is semi-transparent and a stone heart can be seen in the middle of a troll’s chest.

Trolls are carnivorous, and love to eat other intelligent races. Despite their slimy composition, their claws and teeth are very sharp.

When trolls are damaged, their slime bodies repair themselves with cuts sealing up and even lost limbs being re-grown or re-attached. Because of this ability, trolls regenerate 3 hit points per round.

Fire or acid will actually destroy a troll’s slime, and damage from these sources cannot be regenerated.

Once a troll has run out of hit points, it will stop regenerating, but is not completely dead. Over a period of days, the troll’s heart can produce enough new slime to rebuild its entire body. Only by burning the troll’s heart can it be permanently killed.

Undine

Type:	Monster
Habitat:	Any (Very Rare)
Wandering Group:	1 (Nil)
Lair Group:	1 (Nil)
Move:	30’ (Swim: 80’)
Armour Class:	4*
Hit Dice:	8*** (36hp)
Attack Bonus:	+8
Attacks:	Bash (2d8) or Constrict (1d10)
vs Death/Poison:	5
vs Wand:	6
vs Paralyse/Petrify:	6
vs Dragon Breath:	7
vs Rod/Staff/Spell:	8
Alignment:	Chaotic
Intelligence:	10
Morale:	9
XP Value:	2,300

An undine is an amorphous creature made of water. It normally takes the form of a 15’ long snake (on land) or an eel (in the water), but can form tentacles, hands, and other features as it wishes.

Undines are immune to non-magical weapons, poisons, spells of less than 3rd level, and fire attacks.

Undines are playful and compassionate creatures, who are easily upset by seeing other mistreated.

Undines can use the following spells as if a 9th level caster:

- *Detect Invisible* at will
- *Detect Magic* at will
- *Web* (as the normal spell, but made of ice and therefore melts rather than burning) at will
- *Dispel Magic* at will
- *Ice Storm/Wall of Ice* three times per day

An undine normally bashes opponents with a tentacle for 2d8 damage, and if that hits, the tentacle will wrap around the opponent and constrict it for an automatic 1d10 damage per round.

Unicorn

Type:	Monster
Habitat:	Woods (Rare)
Wandering Group:	1d2 (Nil)
Lair Group:	1d8 (Nil)
Move:	80’
Armour Class:	2
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Kick (1d8) & Kick (1d8) & Horn (1d8)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	None
Intelligence:	4
Morale:	7
XP Value:	125

Unicorns appear to be slender horses with a single horn on their forehead. They are always beautiful and graceful.

Unicorns are shy creatures, and only the gentlest and most patient of people can win their trust. If a unicorn does come to trust a person and let them ride it, at the first sign of cruelty or aggression from its companion (to any creature not just the unicorn itself), the unicorn will leave and never return.

A unicorn can teleport up to 360’ (with a rider) once per day.

Vampire

Type:	Undead
Habitat:	Any (Rare)
Wandering Group:	1d4 (Nil)
Lair Group:	1d6 (F)
Move:	40’ (Fly: 60’)
Armour Class:	2
Hit Dice:	8** (36hp)
Attack Bonus:	+8
Attacks:	Touch (1d10 + Special)
vs Death/Poison:	8
vs Wand:	9
vs Paralyse/Petrify:	10
vs Dragon Breath:	11
vs Rod/Staff/Spell:	12
Alignment:	Chaotic
Intelligence:	10
Morale:	11
XP Value:	1,750

Vampires are undead creatures that drink the blood of the living. Of all the undead, they are the ones that are most likely to be able to pass for living creatures, since other than their fangs they do not look different from when they were alive. They are immune to *Sleep*, *Charm*, and *Hold* spells, and can only be hit by magic weapons.

A vampire may take the form of a human, dire wolf, giant bat, or cloud of smoke. Regardless of form, it regenerates 3 hit points per round.

If a vampire is reduced to 0 hit points, it can no longer regenerate and must change to smoke form and return to its coffin where it will revert to human form and be unconscious for a full day.

When in the form of a dire wolf or giant bat, the vampire’s movement, attacks and damage are the same as that of the animal. In gaseous form, the vampire cannot attack but can fly and is immune to all weapons.

In human form, a vampire can touch to inflict 1d10 points of damage and a double strength *Energy Drain*, causing the target to lose two levels.

This touch attack is optional, and the vampire does not have to use it (if pretending to still be alive, for example). A vampire can also cast a *Charm Person* spell at will, with a –2 penalty on the saving throw.

A vampire may summon animals to its aid, but the animals will only respond if within 300’ of the vampire. The animals can be either rats, bats or wolves. Giant or dire versions of the above will also answer the summons.

Vampires need to drink the blood of the living, and usually do so to charmed victims. The amount of blood actually drunk is not enough to cause harm to the victim, and the act of drinking does not break the charm.

Any human or demi-human killed by a vampire will rise in three days time as a vampire themselves, unless they have a *Dispel Evil* cast on them or they are raised.

Vampires cannot approach within 10’ of a strongly presented holy symbol, even from a non-cleric; although they can attack from a different angle. They are repulsed by the smell of garlic, and must make a saving throw *vs Poison* to come within 10’ of it.

Vampires must sleep in their coffins during the day, taking 2d6 damage (that can’t be regenerated) each time they miss a day. They cannot cross running water except in their coffins or over a bridge.

A vampire can be killed by driving a stake through its heart (not possible in combat, but possible when the vampire is sleeping or unconscious in its coffin) or by immersing it in running water for 10 minutes. If a vampire has no coffin to sleep in, it can be killed by the 2d6 damage per day reducing it to 0 hit points.

A vampire that is exposed to direct sunlight must make a saving throw *vs Death Ray* each round or turn to ash.

Werebear

Type:	Enchanted Monster
Habitat:	Any (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (C)
Move:	40’
Armour Class:	2 (human: 8)
Hit Dice:	6* (27hp)
Attack Bonus:	+6
Attacks:	Claw (2d4) & Claw (2d4) & Bite (1d8)
vs Death/Poison:	9
vs Wand:	10
vs Paralyse/Petrify:	11
vs Dragon Breath:	12
vs Rod/Staff/Spell:	13
Alignment:	Neutral
Intelligence:	10
Morale:	10
XP Value:	500

A werebear is a type of lycanthrope—a human who involuntarily changes into an animal form (in this case a bear) during the four nights around the full moon.

Lycanthropy is a magical disease which is contracted from the bites of existing lycanthropes. Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a *Cure Disease* cast by an 11th level or higher caster.

A werebear can summon 1d2 bears to help it once per day.

Unlike most lycanthropes, werebears retain most of their intelligence and personality while in animal form, and can sometimes be reasoned with.

If both of a werebear’s claws hit the same target, the werebear can hug the target for an extra 2d8 damage. While in bear form, a werebear can only be hit by silver weapons.

Wereboar

Type:	Enchanted Monster
Habitat:	Any (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	2d4 (C)
Move:	50’
Armour Class:	4 (human: 9)
Hit Dice:	4+1* (19hp)
Attack Bonus:	+4
Attacks:	Gore (2d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	10
Morale:	9
XP Value:	200

A wereboar is a type of lycanthrope—a human who involuntarily changes into an animal form (in this case a large boar) during the four nights around the full moon.

Lycanthropy is a magical disease which is contracted from the bites of existing lycanthropes. Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a *Cure Disease* cast by an 11th level or higher caster.

A wereboar can summon 1d2 boars to help it once per day.

Wereboars are very belligerent and aggressive, even in human form. In human form they act as berserkers.

Wereboars are only hurt by silver weapons while in boar form.

Wererat

Type:	Enchanted Monster
Habitat:	Any (Common)
Wandering Group:	1d8 (Nil)
Lair Group:	2d8 (C)
Move:	40’
Armour Class:	7 (human: 9)
Hit Dice:	3* (14hp)
Attack Bonus:	+3
Attacks:	Bite (1d4) or Sword (1d6)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	10
Morale:	8
XP Value:	50

A wererat is a type of lycanthrope—a human who involuntarily changes into an animal form (in this case a 3’ tall humanoid rat) during the four nights around the full moon.

Lycanthropy is a magical disease which is contracted from the bites of existing lycanthropes. Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a *Cure Disease* cast by an 11th level or higher caster.

A wererat can summon 3d10 rats to help it once per day.

Wererats have full intelligence in rat form, although their personality changes to that of an amoral scavenger, and can speak in that form. Only their bite carries the disease, not their weapons.

Wererats are only hurt by silver weapons while in rat form.

Weretiger

Type:	Enchanted Monster
Habitat:	Any (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (C)
Move:	50’
Armour Class:	3 (human: 9)
Hit Dice:	5* (23hp)
Attack Bonus:	+5
Attacks:	Claw (1d6) & Claw (1d6) & Bite (2d6)
vs Death/Poison:	10
vs Wand:	11
vs Paralyse/Petrify:	12
vs Dragon Breath:	13
vs Rod/Staff/Spell:	14
Alignment:	Neutral
Intelligence:	10
Morale:	9
XP Value:	300

A weretiger is a type of lycanthrope—a human who involuntarily changes into an animal form (in this case a tiger) during the four nights around the full moon.

Lycanthropy is a magical disease which is contracted from the bites of existing lycanthropes. Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a *Cure Disease* cast by an 11th level or higher caster.

A weretiger can summon 1d2 tigers to help it once per day.

Weretigers are rather curious and inquisitive while in tiger form, although they are quick to become aggressive if disturbed. They are excellent at quietly stalking prey, and can ambush opponents surprising on a 1-4 on 1d6.

Weretigers are only hurt by silver weapons while in tiger form.

Werewolf

Type:	Enchanted Monster
Habitat:	Any (Common)
Wandering Group:	1d4 (Nil)
Lair Group:	1d4 (C)
Move:	40’
Armour Class:	5 (human: 9)
Hit Dice:	4* (18hp)
Attack Bonus:	+4
Attacks:	Claw (1d4) & Claw (1d4) & Bite (2d4)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	Neutral
Intelligence:	10
Morale:	8
XP Value:	300

A werewolf is a type of lycanthrope—a human who involuntarily changes into an animal form (in this case a 7’ tall humanoid wolf) during the four nights around the full moon.

Lycanthropy is a magical disease which is contracted from the bites of existing lycanthropes. Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a *Cure Disease* cast by an 11th level or higher caster.

A werewolf can summon 1d2 wolves to help it once per day.

Werewolves are the most common lycanthropes, and the most bestial when in animal form. They retain none of their human intelligence—being unable to even recognise friends and family members—and become psychotic killers.

Werewolves are only hurt by silver weapons while in wolf form.

Whale (Killer)

Type:	Animal
Habitat:	Ocean (Common)
Wandering Group:	1d6 (Nil)
Lair Group:	0 (Nil)
Move:	80’
Armour Class:	6
Hit Dice:	6 (27hp)
Attack Bonus:	+6
Attacks:	Bite (2d10)
vs Death/Poison:	11
vs Wand:	12
vs Paralyse/Petrify:	13
vs Dragon Breath:	14
vs Rod/Staff/Spell:	15
Alignment:	None
Intelligence:	4
Morale:	10
XP Value:	275

Killer whales are 25’ long seagoing mammals that are shaped like fish and have distinctive black and white markings.

They are very intelligent hunters, and will often co-operate with other sea creatures such as merfolk.

Killer whales can swallow creatures of Halfling size or smaller whole if they roll a natural 20 on their to-hit roll. Swallowed creatures take 1d6 damage per round and may drown (see *Chapter 9: Dungeon Delving* for drowning rules).

White Hart

Type:	Monster
Habitat:	Woods (Very Rare)
Wandering Group:	0 (Nil)
Lair Group:	1 (B)
Move:	50’
Armour Class:	3
Hit Dice:	11** (50hp)
Attack Bonus:	+10
Attacks:	Antler (2d8) or Special
vs Death/Poison:	7
vs Wand:	8
vs Paralyse/Petrify:	10
vs Dragon Breath:	12
vs Rod/Staff/Spell:	11
Alignment:	Neutral
Intelligence:	12
Morale:	10
XP Value:	2,700

A white hart is a magical beast that looks like a large (8’ tall) stag that is pure white in colour.

White harts are intelligent guardians of the woods, and often ally with local druids. They can speak most languages.

Despite their colour, white harts can blend into their surroundings while concentrating, effectively becoming *Invisible*. When attacking from this state, white harts surprise their foes on a 1-5 on 1d6.

Once per day, a white hart can use a breath weapon in a 10’10’10 cloud that acts as a *Polymorph Other* spell to all in the radius turning them into small woodland animals like squirrels and hedgehogs. The change is permanent, unless the targets can make a saving throw *vs Breath Weapons* in which case it only lasts 24 hours. Targets cannot make a saving throw to avoid the effect completely.

White harts will often be shamans (to level 8) or sorcerers (to level 8).

Wight

Type: Undead
Habitat: Barren (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d8 (B)
Move: 30’
Armour Class: 5
Hit Dice: 3* (14hp)
Attack Bonus: +3
Attacks: Touch (Special)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 5
Morale: 12
XP Value: 50

Wights are undead that look much like they did in life, but shrivelled and with hollow eyes.

Wights have little memory of their life, but may recognise a friend or family member and temporarily refrain from attacking them as they are confused by their memories.

Wights cannot be hurt by normal weapons, only silver or magical ones.

The touch of a wight does an *Energy Drain* to the victim, draining a single level. Any humanoid killed by a wight in this manner will become a wight themselves in 1d4 days unless a *Dispel Evil* is cast on them or they are raised.

Wind Walker

Type: Enchanted Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 80’ (Fly: 240’)
Armour Class: 0
Hit Dice: 16** (72hp)
Attack Bonus: +13
Attacks: Bash (4d8) or Grab (Special)
vs Death/Poison: 5
vs Wand: 6
vs Paralyse/Petrify: 6
vs Dragon Breath: 7
vs Rod/Staff/Spell: 8
Alignment: Chaotic
Intelligence: 12
Morale: 9
XP Value: 4,050

Wind walkers are 10’ tall humanoid clouds of dense fog. They are rarely encountered on the Prime Plane except when they have been summoned by use of the *Wind Walker* spell in order to fetch an object or creature for the caster.

Wind walkers resent being summoned in this manner, and if given chance will attack the caster of the spell.

The speed and transparency of wind walkers makes them surprise foes on a 1-5 on 1d6, although they will not normally engage in combat unless their opponents are stopping them from fulfilling their mission.

A wind walker will only use its grab attack against a creature that it has been asked to fetch. If the attack hits, the wind walker will fly off with the creature back to its summoner. A grabbed creature has a percentage chance equal to its hit dice or level to escape the grab each round. Because of this, a wind walker will normally pummel a persistently struggling creature into unconsciousness (pulling its blows in order to not kill it).

Wolf

Type: Animal
Habitat: Woods (Common)
Wandering Group: 2d6 (Nil)
Lair Group: 3d6 (Nil)
Move: 60’
Armour Class: 7
Hit Dice: 2+2 (11hp)
Attack Bonus: +3
Attacks: Bite (1d6)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 25

Wolves are wild cousins of dogs. They are intelligent carnivores and hunt using pack tactics.

Although not domesticated like dogs, wolves are sometimes reared by humanoid races as guard or hunting animals.

Wolf (Dire)

Type: Animal
Habitat: Woods (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 2d4 (Nil)
Move: 50’
Armour Class: 6
Hit Dice: 4+1 (19hp)
Attack Bonus: +5
Attacks: Bite (2d4)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 4
Morale: 8
XP Value: 125

Dire wolves are larger and more intelligent cousins of normal wolves that can reach 6’ long.

They are most commonly found in “lost world” areas where they hunt in packs like their smaller cousins, although they are occasionally found outside such areas.

Outside “lost world” areas, dire wolves are sometimes used by goblins as mounts.

Wraith

Type: Undead
Habitat: Barren (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (E)
Move: 40’ (Fly: 80’)
Armour Class: 3
Hit Dice: 4** (18hp)
Attack Bonus: +4
Attacks: Claw (1d6 + Special)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: Chaotic
Intelligence: 7
Morale: 11
XP Value: 175

Wraiths are incorporeal undead, appearing as semi-transparent hooded figures with no visible faces or legs, but with skeletal hands emerging from their robes.

Wraiths can only be hit by silver or magical weapons, and are immune to *Sleep*, *Charm* and *Hold* spells.

The claw of a wraith does 1d6 damage and does an *Energy Drain* to the target, causing them to lose one level of experience.

Anyone killed by a wraith will rise as a wraith themselves the following night unless a *Dispel Evil* or *Raise Dead* is cast on them.

Wyvern

Type: Monster
Habitat: Mountains (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d6 (E)
Move: 30’ (Fly: 80’)
Armour Class: 3
Hit Dice: 7* (32hp)
Attack Bonus: +7
Attacks: Bite (2d8) & Sting (1d6 + Special)
vs Death/Poison: 11
vs Wand: 12
vs Paralyse/Petrify: 13
vs Dragon Breath: 14
vs Rod/Staff/Spell: 15
Alignment: None
Intelligence: 3
Morale: 9
XP Value: 850

Wyverns are large (20’ long) winged reptilian creatures with two legs and a long neck and tail. They vaguely resemble dragons, and may be mistaken for them when flying at a distance, but the two are not related.

Wyverns are carnivorous, and in combat they use both their bite and the stinger on their tail, which is flexible enough to reach around in front of them.

Anyone stung by a wyvern must make a saving throw *vs Poison* or die.

Yellow Mould

Type: Plant
Habitat: Underground
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: -
Armour Class: Special
Hit Dice: 2* (9hp)
Attack Bonus: +3
Attacks: Spores (Special)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 25

Yellow mould is a fungus that grows virulently in damp underground environments. Each "monster" represents a 10'x10' area of mould, and more than one may be found next to each other.

Yellow mould looks like a bright yellow slimy fibrous growth, with many small ball shaped fungal pods in it. These pods are reproductive organs and contain the spores that yellow mould uses to grow and colonise new areas.

Yellow mould can only be killed by burning it. However, if touched by anything (including flame) there is a 50% chance that the mould will release a cloud of spores in a 10'x10'x10' area around itself. Any creature caught in the area will take 1d6 damage and must make a saving throw *vs Death Ray* or choke to death in 6 rounds.

A *Cure Disease* spell will kill the spores in a person's throat and lungs, stopping their choking, but will not kill a fully grown patch of mould.

Zombie

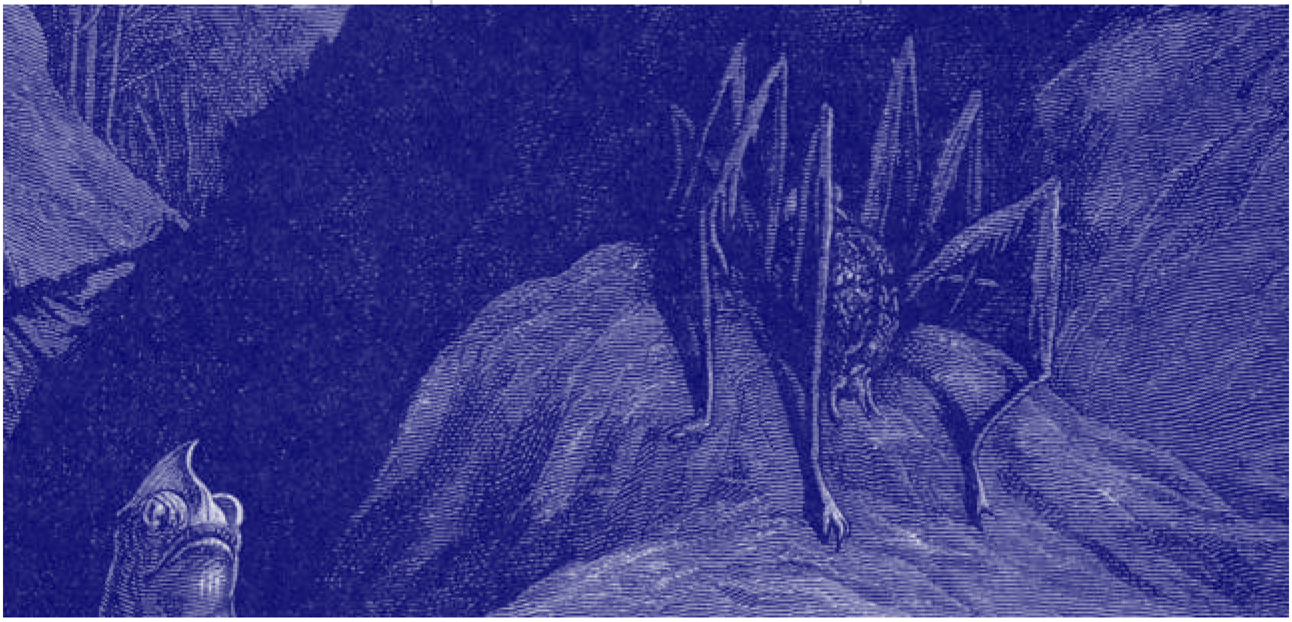
Type: Undead
Habitat: Any (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 4d6 (Nil)
Move: 30'
Armour Class: 8
Hit Dice: 2 (9hp)
Attack Bonus: +3
Attacks: Claw (1d8)
vs Death/Poison: 12
vs Wand: 13
vs Paralyse/Petrify: 14
vs Dragon Breath: 15
vs Rod/Staff/Spell: 16
Alignment: None
Intelligence: 1
Morale: 12
XP Value: 20

Zombies are mindless undead created by an *Animate Dead* spell.

Although tougher than skeletons, zombies are slower and more mindless, following orders literally with absolutely no sense of self preservation.

Zombies are slow fighters, and always lose initiative.

As undead, zombies are immune to *Sleep*, *Charm* and *Hold* spells, although they can be hit by normal weapons.



Chapter 19: Treasure

While some adventurers go out and do heroic deeds purely through a sense of altruism and honour, others do it for the money.

However, even the most pure and noble adventurer will smile when they discover that the rampaging dragon that they have just killed happened to have a huge hoard of treasure which is now theirs for the taking (or redistributing to the poor if they're that way inclined).

Dragons aren't the only creatures that have treasure. Most sapient creatures know the value of gold and silver and use it to trade in whatever economies they are part of; and many non-sapient creatures will collect shiny baubles and things that capture their interest.

Even completely mindless creatures may incidentally end up with treasure—as the inedible stuff their victims were carrying accumulates in their lairs.

Treasure Types

Treasure in Dark Dungeons generally comes in three categories—coins and gems; jewellery; and magic items.

However, not all creatures will possess all those types of treasure in equal measure. For example a dragon's hoard will be very different to the contents of a goblin's belt pouch.

Dark Dungeons handles this by having twenty two *Treasure Types* labelled from A to V. The first fifteen of these (A-O) usually represent large treasure caches found in the lairs of creatures. The other seven (P-V) represent small amounts of treasure carried by individual creatures.

The monster descriptions in *Chapter 18: Monsters* show the treasure type that each type of creature may have either individually or in its lair.

When checking for a group of monsters, lair treasure should be checked once for the whole group but individual treasure should be checked for each monster separately.

In the case of lair treasure, the treasure may not all be in one place. Some or all of it (especially magic items) may be distributed amongst the creatures rather than simply in a vault or spoil heap.

Once you know the treasure type that you are checking, check the actual contents of the treasure by looking it up on *table 19-1*. The table shows the percentage chance of each type of coin being present, along with the number of coins of that type that there will be if they are present.

Similarly, the table also has columns for gems, jewellery, special treasures (which are miscellaneous items of value), and magic items.

For the larger lair treasures, the table also shows the average monetary value gained from the treasure type (excluding magic items) as a guideline for if you are in a hurry and want to simply assign a value rather than roll for each type of coin and item separately.

Remember that the average value is an indication of the likely results from the rest of the table, and is *not* supposed to be given *as well as* rolling on the rest of the table.

Items of Value

The treasure table gives three types of valuable item other than coins: gems, jewellery and special items. When the treasure table indicates that one or more of these items is present, check each item in turn to find out its value.

If there are many items of the same basic type, they may be checked in batches or small groups to save time.

Gems

The value of each gem can simply be determined by rolling on *table 19-2*. The table also gives examples of the types of gem that are likely to be worth the given value.

If the monster whose treasure is being determined has less than 9 hit dice, subtract 10 from the roll, treating results less than 01 as if they were 01.

In terms of encumbrance, each gem is roughly equivalent to a coin; and therefore it is extremely unlikely that gems will be significant when it comes to calculating a characters encumbrance and movement rate.

Jewellery

To determine the value of a piece of jewellery, roll on *table 19-3a*. If the monster whose treasure is being determined has less than 9 hit dice, subtract 10 from the roll, treating results less than 01 as if they were 01.

Once the value of the piece of jewellery has been determined, roll on *table 19-3b* to determine the exact form of the piece.

In terms of encumbrance, jewellery will vary tremendously. A good rule of thumb is that common jewellery weighs 10cn, uncommon jewellery weighs 25cn and rare jewellery weighs 50cn.

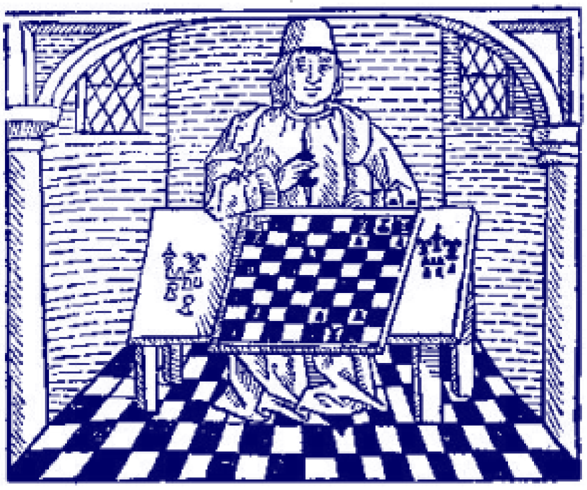


Table 19-1: Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Electrum Pieces	Gold Pieces	Platinum Pieces	Gems	Jewellery	Special Treasure	Magic Items	Average Value
A	25% (1d6x1,000)	30% (1d6x1,000)	20% (1d4x1,000)	35% (2d6x1,000)	25% (1d2x1,000)	50% (6d6)	50% (6d6)	10% (1d2)	30% (any 3)	17,000gp
B	50% (1d8x1,000)	25% (1d6x1,000)	25% (1d4x1,000)	35% (1d3x1,000)	-	25% (1d6)	25% (1d6)	-	10% (1 sword, misc weapon, or armour)	2,000gp
C	20% (1d12x1,000)	30% (1d4x1,000)	10% (1d4x1,000)	-	-	25% (1d4)	25% (1d4)	5% (1d2)	10% (any 2)	750gp
D	10% (1d8x1,000)	15% (1d12x1,000)	-	60% (1d6x1,000)	-	30% (1d8)	30% (1d8)	10% (1d2)	15% (any 2, 1 potion)	4,000gp
E	5% (1d10x1,000)	30% (1d12x1,000)	25% (1d4x1,000)	25% (1d8x1,000)	-	10% (1d10)	10% (1d10)	15% (1d2)	25% (any 3, 1 scroll)	2,500gp
F	-	10% (2d10x1,000)	20% (1d8x1,000)	45% (1d12x1,000)	30% (1d3x1,000)	20% (2d12)	10% (1d12)	20% (1d3)	30% (1 potion, 1 scroll, 3 any but weapons)	7,600gp
G	-	-	-	50% (1d4x10,000)	50% (1d6x1,000)	25% (3d6)	25% (1d10)	30% (1d3)	35% (any 4, 1 scroll)	25,000gp
H	25% (3d8x1,000)	50% (1d100x1,000)	50% (1d4x10,000)	50% (1d6x10,000)	25% (5d4x1,000)	50% (1d100)	50% (1d4x10)	10% (1d2)	15% (any 4, 1 potion, 1 scroll)	60,000gp
I	-	-	-	-	30% (1d8x1,000)	50% (2d6)	50% (2d6)	5% (1d2)	15% (any 1)	7,500gp
J	25% (1d4x1,000)	10% (1d3x1,000)	-	-	-	-	-	-	-	25gp
K	-	30% (1d6x1,000)	10% (1d2x1,000)	-	-	-	-	-	-	250gp
L	-	-	-	40% (2d4x1,000)	50% (3d10x1,000)	50% (1d4)	-	-	-	225gp
M	-	-	-	-	-	55% (5d4)	45% (2d6)	-	-	50,000gp
N	-	-	-	-	-	-	-	10% (1d2)	40% (2d4 potions)	
O	-	-	-	-	-	-	-	10% (1d3)	50% (1d4 scrolls)	
P	100% (3d8)	-	-	-	-	-	-	-	-	
Q	-	100% (3d6)	-	-	-	-	-	-	-	
R	-	-	100% (2d6)	-	-	-	-	-	-	
S	-	-	-	100% (2d4)	-	5% (1)	-	-	-	
T	-	-	-	-	100% (1d6)	5% (1)	-	-	-	
U	10% (1d100)	10% (1d100)	-	5% (1d100)	-	5% (1d2)	5% (1d4)	2% (1)	2% (any 1)	
V	-	10% (1d100)	5% (1d100)	10% (1d100)	5% (1d100)	10% (1d2)	10% (1d2)	5% (1)	5% (any 1)	

Table 19-2: Gems

d100*	Value	Examples
01-03	10gp	Agate, quartz, turquoise
04-10	50gp	Jasper, onyx
11-25	100gp	Amber, amethyst, garnet, jade
26-46	500gp	Aquamarine, pearl, topaz
47-71	1,000gp	Carbuncle, opal
72-90	5,000gp	Emerald, ruby, sapphire
91-97	10,000gp	Diamond, jacinth
98-00	x2	Flawless or unusually cut gem, roll again for type

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Special Items

Special items are other potentially valuable goods in the possession of the monsters.

They may be works of art, rare books, trade goods such as spices or silks, expensive perfumes and incenses, furs, or almost anything else.

Since these items can be so varied, it is not possible to create an exhaustive list or table of possibilities.

Simply roll 1d100 x 10 to find out the value (in gold pieces) of each special item, and then decide what that value represents.

Encumbrance will vary wildly depending on the item. A 500gp statue may be anywhere from 6” to 6’ tall. Similarly 1,000gp of trade goods might be a single sack of rare spices or might be a whole cart full of fine clothing.

Magic Items

Not all treasure has purely monetary value. Many items have potent magical powers that will aid an adventurer.

When the treasure table indicates that one or more magical items are present, it may also indicate the type of magical item or items. If the type of a magic item is not predetermined, roll on *table 19-4* to find out what type of magic item each one is. Unlike gems and jewellery, magic items should be rolled for individually rather than in groups.

Table 19-3a: Jewellery Value

d100*	Value	Jewellery Type
01	100	Common
02-03	500	Common
04-06	1,000	Common
07-10	1,500	Common
11-16	2,000	Common
17-24	2,500	Common
25-34	3,000	Common
35-45	4,000	Uncommon
46-58	5,000	Uncommon
59-69	7,500	Uncommon
70-78	10,000	Uncommon
79-85	15,000	Rare
86-90	20,000	Rare
91-94	25,000	Rare
95-97	30,000	Rare
98-99	40,000	Rare
00	50,000	Rare

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Unlike the gem and jewellery tables, there are no specific guidelines in the magic item tables for high or low level creatures. This means that in theory a bunch of goblins are as likely to have come across a +5 Sword of Slicing as an angel is. The Game Master has the option to reject a rolled item if they think it is too out-of-place or too powerful for the party of adventurers.

However, being too stingy and rejecting any kind of useful item can be very frustrating for the players. Remember, for example, that when it comes down to it, the difference between a +1 sword and a +3 sword is fairly insignificant compared to even a single increase in weapon expertise level.

Restricted Items

Many magical items can be used by any character. However, some may only be used by characters of certain classes. These are marked as follows:

(C) = Clerics only

(Dr) = Druids only

(E) = Elves only

(M) = Magic-users only

(N) = Non-spell casters only

(S) = Spell casters only

(S*) = One type of spell caster only

Table 19-3b: Jewellery Form

1d10	Common	Uncommon	Rare
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Heart	Orb
6	Cameo	Leaf	Ring
7	Chain	Necklace	Scarab
8	Clasp	Pendant	Sceptre
9	Locket	Rabbit’s Foot	Talisman
10	Pin	Torc	Tiara

These indicators may be combined; for example an item marked with (C, Dr) can be used by clerics or druids.

Potions

A potion is a magical liquid, usually contained in a vial, that must be drunk for its magical effect to take place. Normally, this involves drinking the entire potion—meaning that each potion can only be used once.

Unlike most magic items, potions do not need to be identified with an *Analyse* spell. A potion can be identified by taking a small sip—although this does run the risk of it being poison.

Drinking a potion in combat or feeding it to an unconscious person requires a *Use Non-Activatable Item* action.

Unless otherwise indicated, the magical effect of a potion lasts for 1 hour + 1d6 x 10 minutes, and (if applicable) will be as if cast by a 6th level spell caster. The drinker of the potion will have no advance warning of exactly when it will run out.

If someone drinks a potion while an existing potion is in effect, they will become sick and unable to take any actions for 30 minutes (no save), and neither potion will have its effect.

Potions which allow the drinker to control others require the drinker to be able to see all controlled creatures and concentrate for the duration. Controlled creatures cannot be made to kill themselves. Targeted creatures may make a saving throw *vs Spells* in order to avoid being controlled, but the drinker can simply try the control again the following round.

Table 19-4: Magic Item Type

d100	Type
01-25	Potion
26-37	Scroll or Map
38-46	Wand, Staff or Rod
47-52	Ring
53-62	Wondrous Item
63-72	Armour or Shield
73-83	Missile weapon or Ammunition
84-92	Sword
93-00	Miscellaneous Weapon

Agility: The drinker's dexterity score becomes 18 for the duration of the potion.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a certain strength for the duration of the potion.

The strength of the potion should be determined by rolling 1d10:

1-4 = Poison from 3HD creatures
5-7 = Poison from 7HD creatures
8-9 = Poison from 15HD creatures
10 = All poison

Poison from non-creature sources (e.g. A *Potion of Poison*) should be considered to be as if from a 7HD creature.

Blending: The drinker may change colour to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled.

If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defence: This potion only lasts 10 minutes. The drinker gets a bonus to their armour class based on the power of the potion. To determine the power of the potion, roll 1d10:

1-3 = +1
4-5 = +2
6-7 = +3
8-9 = +4
10 = +5

Delusion: This potion will have no effect when drunk. However, if tasted it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An *Analyse* spell will correctly identify this potion as one of *Delusion* rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a *Potion of Growth* is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected.

Each potion of dragon control will only control one type of dragon. Roll 1d10 to see which type of dragon is affected:

1-2 = Black
3-4 = Blue
5-6 = Green
7-8 = Red
9-10 = White

The controlled dragons will do anything that is commanded (other than suicidal commands) although if dragon queens, they are not capable of casting spells.

When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralysed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via *ESP*. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

Elemental Form: This potion only lasts for 10 minutes. For the duration of the potion, the drinker may transform to an elemental of a certain type and back. Each transformation takes 1 round.

The drinker's hit points do not change while in elemental form, but their other abilities become the same as an elemental with the same number of hit dice as the drinker's level.

Roll 1d4 to determine the type of elemental that the potion allows the drinker to change to:

1 = Air
2 = Earth
3 = Fire
4 = Water

ESP: This potion has the same effect at the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back.

Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes –1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the spell of the same name.

Fortitude: The drinker's constitution score becomes 18 for the duration of the potion, possibly giving them extra hit points. When the drinker takes damage, it comes off these extra hit points first. Damage already taken before the extra hit points were applied remains unless cured.

Freedom: The drinker is immune to paralysis and to all forms of *Hold* spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier.

While in gaseous form, the drinker cannot attack, but has an armour class of –2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6:

1 = Cloud
2 = Fire
3 = Frost
4 = Hill
5 = Stone
6 = Storm

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as *Gauntlets of Ogre Power.*

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a *Potion of Diminution* is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d6+1 hit points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: This potion will not affect a cleric, druid, elf, magic-user or mystic. However, a commoner, fighter, dwarf or halfling who drinks it will temporarily gain one or more levels as follows:

Commoner = Gains 4 (fighter) levels
1-3 = Gains 3 levels
4-7 = Gains 2 levels
8-10 = Gains 1 level
11+ = No effect.

All damage (including energy drains) is taken from the extra levels and hit points first.

Human Control: The drinker may control up to 6 levels (commoners count as half a level each) of humans, similar to a *Charm Person* spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armour class and all saving throws for the duration of the potion. If a second *Potion of Invulnerability* is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky.

Table 19-5: Potions

d100	Potion
01-02	Agility
03	Animal Control
04-06	Antidote
07-08	Blending
09-10	Bug Repellent
11-12	Clairaudience
13-14	Clairvoyance
15-16	Climbing
17-18	Defence
19-22	Delusion
23-24	Diminution
25	Dragon Control
26-27	Dreamspeech
28	Elasticity
29-30	Elemental Form
31-32	ESP
33	Ethereality
34-36	Fire Resistance
37-39	Flying
40-41	Fortitude
42	Freedom
43-45	Gaseous Form
46	Giant Control
47-49	Giant Strength
50-51	Growth
52-57	Healing
58-60	Heroism
61	Human Control
62-64	Invisibility
65-66	Invulnerability
67-68	Levitation
69-70	Longevity
71	Luck
72	Merging
73-74	Plant Control
75-77	Poison
78-80	Polymorph Self
81-82	Sight
83-84	Speech
85-88	Speed
89-90	Strength
91-93	Super Healing
94-96	Swimming
97	Treasure Finding
98	Undead Control
99-00	Water Breathing

The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they can not take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plant-like creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save *vs Poison* or die.

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round. See *Chapter 10: Combat* for full details about the effect of haste and speed on combat.

Strength: The drinker's strength score becomes 18 for the duration of the potion.

Super Healing: This potion will either cure 3d6+3 hit points of damage to the drinker. This potion has an instant effect, rather than a duration.

Swimming: This potion lasts for 8 hours. The drinker floats on top of water or other liquid, and can't be weighed down unless by over 3,000cn of weight. Additionally, the drinker can swim at a speed of 60' per round.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls & Maps

A scroll is a piece of parchment or paper with magical writings on it. The scroll is used by unrolling it and reading aloud the writing. If used in combat, this takes an *Activate Magic Item* action, and requires there to be enough light to read by.

Scrolls and maps normally do not need to be identified with an *Analyse* spell. They can be identified simply by reading them. However, while a scroll containing spells can be identified as such by reading, the actual spells themselves may need a *Read Magic* spell to identify them.

This section also contains maps that may be found in treasure. These are not magical, and are not usually used in combat.

Some scrolls can be used by anyone, but others can only be used by certain types of character. Scrolls marked with an *(S)* can only be used by spell casters.

Communication: This is a pair of matching scrolls. Any message (of up to 100 words) that is written on one scroll will also appear on the other, providing they are on the same plane as each other.

Table 19-6: Scrolls

d100	Scrolls & Maps
01-03	Communication
04-05	Creation
06-13	Curse
14	Delay (S*)
15-17	Equipment
18-19	Illumination
20-21	Mage's (S)
22-25	Map to normal treasure
26-28	Map to magical treasure
29-30	Map to combined treasure
31	Map to special treasure
32-34	Mapping
35-36	Portals
37-42	Protection from Elementals
43-50	Protection from Lycanthropes
51-54	Protection from Magic
55-61	Protection from Undead
62-63	Questioning
64	Repetition (S*)
65-66	Seeing
67-68	Shelter
69-71	Spell Catching
72-96	Spells (S*)
97-98	Trapping
99-00	Truth

This scroll can be re-used, but each time the writing is erased and replaced by a different message there is a 5% chance that the magic will stop working.

Creation: Once per day, the owner of this scroll can draw an item on it, and then pick up the drawing off the paper and it will become a real item that lasts for 24 hours. The item can be up to 10'x5'x1' in size, and cannot weigh more than 5,000cn or be worth more than 500gp. Magical or living items may not be created.

Curse: Anyone who reads this scroll, even only glancing to check what is on it, is immediately cursed with no saving throw allowed. For typical curses, check the reversed version of the *Remove Curse* spell.

The curse lasts until removed by a *Remove Curse* spell.

Delay (S*): This is a *Spell Scroll* containing a single spell. However, when the spell is cast from the scroll, the caster may choose to delay the effects of the spell anywhere from 0 to 12 rounds.

If the caster still has the scroll when the spell goes off, the caster chooses whatever parameters are needed by the spell (e.g. Targets) at the time it goes off. If the caster has let go of the scroll when the spell goes off, it goes off affecting the location of the scroll itself or the nearest valid targets (within the normal spell range).

Equipment: This scroll has the names of six mundane items written on it. When any of the names is read aloud, the name vanishes and the item appears. The item will remain for 24 hours, and then disappear, with the name reappearing on the scroll at the same time.

No more than three items can be brought forth per day.

Illumination: If the writing on this scroll is read out and the scroll is rolled up tightly, it will burst into flame and act as a torch. It will burn for a total of 6 hours per day, and the torch flame will not harm the scroll—although it will set light to other things.

If the scroll is unrolled, the torch flame will immediately go out. Otherwise, no amount of wind or rain will put it out, although it will go out if immersed in water.

Mage's (S): A *Mage's Scroll* may only be used by a spell caster. Once per day, its user may command it to identify a magical effect. The name of the effect and the caster level will appear on the scroll. If the magical effect is a non-standard one, the Game Master should invent an informative name for it; but should not give a full description of exactly what the effect does unless it is extremely straightforward.

Map to Treasure: These non-magical scrolls are simply treasure maps indicating the location of some kind of treasure.

Mapping: Once per day, this scroll may be called upon to draw its surrounding area. The scroll will reproduce an accurate map of everything within a 100' radius. Each secret door has a 1-in-6 chance of being drawn, although the presence of some secret doors may be inferred by what is drawn behind them.

Portals: Twice per day, this scroll can be placed on a wall and commanded to create a *Passwall* effect like the spell of the same name. The scroll will then disappear, and the *Passwall* tunnel will last for 30 minutes, before the tunnel closes and the scroll re-appears.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10' radius zone of protection. Elementals cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10' radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10' radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken by a *Wish* spell.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10' radius zone of protection. Undead cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Questioning: This scroll enables the user to ask questions of inanimate objects and receive answers. The objects will answer as if they were living beings with normal human senses. The user can ask three questions per day.

This scroll cannot be used to question living beings or magical objects.

Table 19-7a: Spell Scroll Type

d100	Type of Spells
01-70	Magic-User/Elf
71-95	Cleric
96-00	Druid

Table 19-7b: Spell Scroll Number

d100	Number of Spells
01-50	1
51-83	2
84-00	3

Table 19-7c: Spell Scroll Cleric/Druid Spell Level

d100	Number of Spells
01-34	1
35-58	2
59-76	3
77-88	4
89-95	5
96-99	6
00	7

Table 19-7d: Spell Scroll Magic-User/Elf Spell Level

d100	Number of Spells
01-28	1
29-49	2
50-64	3
65-75	4
76-84	5
85-91	6
92-95	7
96-99	8
00	9

Repetition (S*): This scroll appears to be a *Scroll of Spells* containing a single spell. However, ten minutes after the spell is cast from the scroll, it will cast itself a second time, centred on the scroll or affecting the nearest valid target (within normal spell range).

Seeing: Once per day, this scroll can be commanded to draw the creatures that are within 100' of the user within a single direction. The scroll will draw up to four types of creature, starting with the largest and working its way smaller.

Shelter: This scroll contains a drawing of a 10' square room with two beds, a table and two chairs. The table is shown laden with food, and there are swords and shields hung on the wall.

Once per day, the scroll can be placed against a vertical surface it will grow to life-size, and the room can be entered. Anyone walking into the room disappears and a drawn version of them appears on the scroll.

To people in the scroll, the items in the room are all mundane and usable, although none of them can be removed from the room.

The scroll will stay in place for 12 hours, or until it is taken down by someone.

If the scroll is taken down, anyone still in the room is trapped inside it. The air and food replenish themselves, and the room is a comfortable—although boring—place to live for an extended period.

While the scroll is not in place, the only way out of the room is via a *Wish* spell.

Spell Catching: This scroll can be used to catch spells cast at its user. It can only cast actual spells cast by spell casters or from scrolls. It can't catch the spell-like effects produced by items.

Roll 1d10 to determine the exact level of spell that the scroll can catch:

1-4 = 1st-2nd level spells

5-7 = 1st-4th level spells

8-9 = 1st-6th level spells

10 = 1st-8th level spells

The user of the scroll must make a saving throw *vs Spells* with a +4 bonus when a spell is cast at them in order to catch it in the scroll. If this saving throw is successful, the spell does not have its normal effect, but is caught on the scroll instead.

The scroll can only contain one spell at a time, and once a spell is in the scroll it works just like a normal *Spell Scroll* until the spell has been cast from it.

Anyone can use the scroll to catch a spell, but casting the caught spell from the scroll has the normal restrictions that a *Spell Scroll* containing the same spell would have.

Spells (S*): A *Spell Scroll* will contain one or more spells. Use *table 19-7* to determine the exact contents of the scroll. Firstly find out which type of spell is on the scroll, then how many spells, then for each spell roll a random level and randomly determine which spell of that level is on the scroll.

A *Spell Scroll* can be identified as such by simple reading, but the type and identity of the spells on it can only be recognised by casters of the correct type. Additionally, magic-users and elves will be able to recognise that the spells on a scroll are magic-user/elf spells but will not be able to read those spells without using a *Read Magic* spell.

Each spell on the scroll can only be used once, and they may only be used by characters of a class that can cast the spell (elves and magic-user share the same type of scrolls and clerics and druids share the same type of scrolls with the exception that clerics cannot cast druid-only spells).

If the character is high enough level to cast the spell, the spell will automatically work, but if the character is not high enough level to cast the spell then there is a 10% chance that the spell will misfire. Offensive spells that misfire will go off centred on the caster and other spells will simply fizzle and be wasted.

Thieves of 10th level an above may decipher *Spell Scrolls* containing magic-user/elf spells, but is always considered to be of insufficient level to cast the spell and therefore always has the 10% chance of the spell misfiring.

Spells cast from scrolls are always treated as having a caster of the minimum level needed to cast the spell, not as having a caster of the reader's level.

When each spell is cast from the scroll it will fade and disappear, leaving part of the scroll blank.

Trapping: This scroll can only be used once. It is placed against a smooth hard surface, and the writing on it is read out.

If it was placed on a floor, it will disappear and be replaced by a 10'x10' covered pit 20' deep with poison spikes.

If it was placed on a ceiling, it will disappear and be replaced by a poisoned blade held ready to scythe down.

If it was placed on a wall, it will be replaced by a dart trap that fires poisoned darts.

In each case, the trap is non-magical once created, and can be detected and disarmed with normal chances.

If any of the traps are set off, they will do 2d6 damage to their victim, plus if the victim fails a saving throw *vs Poison* then the victim will be killed.

Truth: Once per day, the user of this scroll can ask a question of any sapient being within 30'.

The complete and true answer to the question (or at least what the subject *thinks* is the complete and true answer to the question) will be read from the subject's mind via *ESP* and will appear on the scroll.

An unwilling subject may make a saving throw *vs Spells* to avoid having the answer drawn from them, in which case the scroll will remain blank, but may not give a false answer.

Wands, Staves & Rods

Wands, staves and rods are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by magic-users or elves. A wand will hold 2d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick.

Rods are larger than wands, often 2'-3' long, and usually made of metal with some kind of protrusion on the end like a sceptre. Most rods can be used by anyone. Unlike wands and staves, most rods do not use charges.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 3d10 charges when found, and each use of the staff may use one of more of these charges. Staves are often restricted in terms of who can use them.

As with wands, when a staff runs out of charges it is just a stick. This applies even if the staff formally had powers that did not use charges (such as acting as a magical weapon).

A staff can be used in melee as if a quarterstaff.

Activating a wand, staff or rod requires the speaking of a command word and the use of an *Activate Magic Item* action. The functions of a wand, staff or rod, and the command words to activate those functions, can be discovered by an *Analyse* spell.

Unless otherwise noted, for purposes of dispelling treat the effects produced by all wands, staffs and rods to be as if made by a 6th level caster. Saving throws against spells and effects created by wands, staves and rods are always made *vs Wands* unless the description of the item says otherwise.

Wand of Cold (M): Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage. If they can make a saving throw *vs Wands*, they take only half damage.

Wand of Enemy Detection (M): Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes *Invisible* or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear (M): Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw *vs Wands* or flee in terror for 5 minutes.

Wand of Fireballs (M): Each time a charge is expended, this wand creates a *Fireball* up to 240' away. Anyone in the area of effect takes 6d6 damage. If they can make a saving throw *vs Wands* they take only half damage.

Wand of Illusion (M): Each time a charge is expended, this wand creates a *Phantasmal Force* as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts (M): Each time a charge is expended, this wand creates a *Lightning Bolt* up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. If they can make a saving throw *vs Wands* they take only half damage.

Wand of Magic Detection (M): Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

Wand of Metal Detection (M): Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

Wand of Negation (M): Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralysation (M): Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw *vs Wands* or be paralysed for 1 hour.

Table 19-8: Wands, Staves & Rods

d100	Wand, Staff or Rod
01-05	Wand of Cold (M)
06-10	Wand of Enemy Detection (M)
11-14	Wand of Fear (M)
15-19	Wand of Fireballs (M)
20-23	Wand of Illusion (M)
24-28	Wand of Lightning Bolts (M)
29-33	Wand of Magic Detection (M)
34-38	Wand of Metal Detection (M)
39-42	Wand of Negation (M)
43-47	Wand of Paralysation (M)
48-52	Wand of Polymorphing (M)
53-56	Wand of Secret Door Detection (M)
57-60	Wand of Trap Detection (M)
61	Staff of Commanding (S)
62-63	Staff of Dispelling
64-66	Staff of the Druids (Dr)
67-69	Staff of an Element (M)
70-71	Staff of Harming (C)
72-28	Staff of Healing (C)
79	Staff of Power (M)
80-82	Snake Staff (C, Dr)
83-85	Staff of Striking (S)
86-87	Staff of Withering (C)
88	Staff of Wizardry (M)
89-90	Rod of Cancellation
91	Rod of Dominion
92	Rod of Health (C)
93-94	Rod of Inertia (N)
95	Rod of Parrying
96	Rod of Victory
97-99	Rod of Weaponry (N)
00	Rod of the Wyrm

Wand of Polymorphing (M): Each time a charge is expended, this wand produces the effect of either a *Polymorph Self* on the user of the wand or a *Polymorph Other* on a target that the wand is pointed at. Unwilling targets may make a saving throw *vs Wands* to avoid the effect.

Wand of Secret Door Detection (M): When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

Wand of Trap Detection (M): When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

Staff of Commanding (S): This staff can be used by any spell caster. When the staff is activated and a charge is expended, it allows the user to act as if they had drunk a *Potion of Animal Control*, *Potion of Human Control* or *Potion of Plant Control*. However, unlike the potions, this gives the user only a single attempt to establish control per use.

Staff of Dispelling: This staff is usable by any character. When the staff is used and a charge is expended, it will cast *Dispel Magic* as if by a 15th level caster, except with a range of only touch.

The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armour still work as mundane weapons and armour even when their magical properties are temporarily suppressed.

Staff of the Druids (Dr): This staff may only be used by druids. If a druid activates the staff and expends a charge while preparing their spells for the day, they will be able to prepare an extra spell of each level that they can cast. Additionally, this staff counts as a +3 weapon when wielded by a druid.

Staff of an Element (M): This staff may only be used by magic users. Roll 1d100 to discover the type of staff:

01-21 = Staff of Air

22-42 = Staff of Earth

43-63 = Staff of Fire

64-84 = Staff of Water

85-91 = Staff of Air and Water

92-98 = Staff of Earth and Fire

99-00 = Staff of All Elements

When the wielder of the staff is on the Prime Plane, the staff confers the following powers to its wielder:

- +4 to saving throws against attacks based on the staff's element.
- Immunity to attacks by elementals of the staff's element.
- One charge can be expended per day to summon an 8 hit dice elemental of the staff's element.
- One charge can be expended to cast one of the following spells as if a 10th level spell caster:

Air = *Lightning Bolt, Cloudkill*

Earth = *Web, Wall of Stone*

Fire = *Fireball, Wall of Fire*

Water = *Ice Storm / Wall of Ice*

When the wielder of the staff is on the Elemental Plane corresponding to the staff's element, the staff instead has the following powers:

- Prevents environmental damage from the plane such as burning or choking on dust (but does not provide air for the wielder to breathe).
- Allows the wielder to fly and swim at a speed of 40' per round.
- Allows the caster to speak and understand the languages used by natives of the plane.
- Gives the caster a +4 bonus to armour class against natives of the plane.

Additionally, a summoned elemental of a type not matching the staff's element can be dismissed back to its home plane (with no saving throw) at the cost of one charge if it was summoned by a magical device such as a similar staff or two charges if it was summoned by a spell.

The staff also counts as a +2 staff.

Finally, if the staff is taken to an elemental plane other than that of the staff's element, it will immediately explode doing 20 points of lightning damage plus 1d8 damage per charge remaining to all creatures within a 60' radius. The wielder of the staff gets no saving throw, but other creatures in the area can make a saving throw *vs Spells* with a –4 penalty to take half damage.

Staff of Harming (C): This staff may only be used by clerics. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. This does not require the normal *Activate Magic Item* action, but is done as part of the *Attack* action.

The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):

2 charges = *Cause Blindness*

2 charges = *Cause Disease*

3 charges = *Cause Serious Wounds*

4 charges = *Create Poison*

Staff of Healing (C): This staff can only be used by clerics. The wielder may activate the staff to cure 1d6+1 damage to a target. This does not use a charge, but each target can only be cured once per day by the staff.

The staff can also be activated to cure other things, although this uses charges as follows:

1 charge = *Cure Blindness*

1 charge = *Cure Disease*

2 charges = *Cure Serious Wounds*

2 charges = *Neutralise Poison*

Staff of Power (M): This staff can only be used by magic-users. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal *Activate Magic Item* action, but is done as part of the *Attack* action.

The wielder of the staff can also activate it as normal and expend a single charge to use any of the following effects as if casting the spells as a 6th level caster:

- ►*Fireball*
- ►*Lightning Bolt*
- ►*Ice Storm*
- ►*Continual Light*
- ►*Telekinesis* (up to 2,400cn)

Snake Staff (C, Dr): This staff can only be used by clerics and druids. The staff is a +1 weapon.

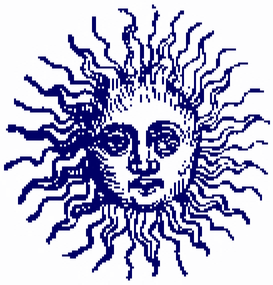
Whenever a creature is struck by the staff, the wielder may command the staff to turn into a snake and coil around and hold the target. This does not require the normal *Activate Magic Item* action, but is done as part of the *Attack* action.

The snake will hold any target that is human-sized or smaller, unless the target can make a saving throw *vs Wands* to avoid the effect. The target will be held for 1d4x10 minutes, or until the wielder orders the snake to release the target.

If the snake fails to hold the target, or when the target escapes or is released, the snake will attempt to return to the wielder of the staff and return to staff form. Should it be attacked before this happens, it has an armour class of 5, 3 hit dice (20 hit points), and moves at 20' per round. The snake will neither attack nor attempt to defend itself, being concerned only with returning to its owner.

Once the snake returns to staff form, any damage it may have taken is healed.

The staff neither has nor uses charges, but if the snake is killed before it can return to staff form the staff is ruined.



Staff of Striking (S): This staff can only be used any spell caster. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal *Activate Magic Item* action, but is done as part of the *Attack* action.

Staff of Withering (C): This staff is usable only by clerics. The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw *vs Wands* or age 10 years. This staff does not work on undead.

Staff of Wizardry (M): This staff is only usable by magic-users. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal *Activate Magic Item* action, but is done as part of the *Attack* action.

The wielder of the staff can also activate it as normal and expend a single charge to use any of the following effects as if casting the spells as a 6th level caster:

- ►*Fireball*
- ►*Lightning Bolt*
- ►*Ice Storm*
- ►*Continual Light*
- ►*Telekinesis* (up to 2,400cn)
- ►*Invisibility*
- ►*Passwall*
- ►*Web*
- ►*Conjure Elemental*

The user may also use the staff as if it were a *Wand of Paralysation.*

Additionally, the wielder may choose to break the staff to cause an explosion that does 8 points of damage per charge remaining in the staff to all within 30'. The wielder of the staff gets no saving throw, but other creatures in the area can make a saving throw *vs Wands* to take half damage.

Rod of Cancellation: This rod may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artefact) that is touched by it of all power. The Game Master may require an attack roll to touch a magic item carried or worn by another creature, normally against armour class 9.

If an item with a +5 bonus is being wielded or worn by a creature, that creature may make a saving throw *vs Wands* for their item to resist the effect. If the item resists, the *Rod of Cancellation* is not expended and may be used again.

Rod of Dominion: This rod may be used by any character. If the ruler of a dominion carries it while parading around the dominion, it will give a bonus to the dominion's *Confidence Rating.* This rod does not have charges, but it can only be used once per year.

To determine the effect of the rod, roll 1d100 each time it is paraded to see what proportion of the population view it, and therefore what bonus it gives:

01-50 = +10

51-75 = +20

76-90 = +30

91-99 = +40

00 = +50

Rod of Health (C): This rod is only usable by clerics. The rod functions as a *Staff of Healing*, except that none of the functions use charges. However, the rod can only heal a creature once per day regardless of the type of healing bestowed.

Rod of Inertia (N): This unusually long rod is only usable by non-spell casters. It has a blade on its end and is weighted for throwing, and can therefore be wielded in combat as if a *+3 javelin.*

The wielder of the rod may give it a command at any time to stop, and the rod will instantly become completely immobile, and cannot be moved by any means short of a *Wish* spell.

When the wielder gives a second command, the rod will continue moving on its original trajectory as if nothing had happened.

Commanding the rod to stop or start can be done very quickly and does not require an action in combat. The wielder can, for example, command the rod to stop while they are falling and then hang on to the rod.

Table 19-9: Rings

d100	Ring Type
01-02	Animal Control
03-08	Delusion
09	Djinn Summoning
10-13	Ear
14-17	Elemental Adaption
18-23	Fire Resistance
24-26	Holiness (C, Dr)
27	Human Control
28-32	Invisibility
33-35	Life Protection
36-38	Memory (S)
39-40	Plant Control
41-45	Protection +1
46-48	Protection +2
49-50	Protection +3
51	Protection +4
52-55	Quickness
56	Regeneration
57-59	Remedies
60-61	Safety
62-64	Seeing
65-67	Spell Eating
68-69	Spell Storing
70-71	Spell Turning
72-75	Survival
76-77	Telekinesis
78-81	Truth
82-84	Truthfulness
85-86	Truthlessnesss
87-91	Water Walking
92-96	Weakness
97-98	Wishes
99-00	X-Ray Vision

Rod of Parrying: This rod may be used by any character. The rod is heavy and sceptre-like, and can be used in melee as if it were a *+5 mace*. When the wielder of the rod declares a *Parry* action, the rod provides its +5 magical bonus to the wielder's armour class. This is in addition to the normal –4 penalty to the attacker's to-hit roll caused by the *Parry* action.

Rod of Victory: This rod may be used by any character. When the wielder of the rod commands an army in battle, the rod gives the army a +25 bonus to their roll for the battle, and prevents them from losing the battle roll by more than 100 points. Any loss greater than this is treated as a 100-point loss when determining casualties and post-battle tactical positioning.

Rod of Weaponry (N): This rod can be used by any non-spell caster.

Upon command, this rod will extend into a *+5 staff* or retract back into rod form.

While in staff form, the wielder may also command the *+5 staff* to split into two *+2 staves*, and each of those may be commanded to split into two *+1 staves*.

The staves will not split accidentally, and they can be re-joined by simply placing them together.

Rod of the Wyrm: This rod may be used by any character.

The rod has a carved dragon's head on top, making it look somewhat reminiscent of a hobby-horse. This head will be of a random colour, rolled on 1d10:

1-2 = Black
3-4 = Blue
5-6 = Green
7-8 = Red
9-10 = White

The rod will function as a *+5 mace* in combat.

When the wielder commands it, the rod will turn into a young dragon of the same colour as its head. This dragon can only be hit by magical weapons.

The dragon will serve the wielder of the rod as a messenger, steed or bodyguard to the best of its ability; and will sacrifice itself for the wielder if necessary.

The dragon is not healed by being returned to rod form and will not heal or age naturally, but may be healed as normal by spells and potions.

If the dragon is ever killed, it cannot be raised and cannot be turned back to rod form.

Rings

Magical rings are usually either constant in effect or are activated by a *Use Non-Activatable Item* action.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a *Ring of Weakness*).

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a *Potion of Animal Control* with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an *Analyse* spell is used on it. Once the ring is worn, it will be completely non-functional, but cannot be removed without a *Remove Curse* being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100:

01-21 = Air
22-42 = Earth
43-63 = Fire
64-84 = Water
85-91 = Air and Water
92-98 = Earth and Fire
99-00 = All Elements

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Holiness (C, Dr): This ring can only be used by a cleric or druid. When worn by a cleric or druid, the wearer will be able to prepare an extra spell of each level from one to three. The ring will not allow the wearer to learn spells of a level that is too high for them to learn without it.

If the ring is removed, the extra spells are immediately lost.

Additionally, if worn by a cleric, the ring gives a +1 bonus to all rolls to turn undead, both the rolls for success and the rolls for the number of hit dice of undead creatures turned.

Human Control: This ring may be used once per turn. It acts as if the wearer had drunk a *Potion of Human Control* with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an *Invisibility* spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a *Ring of Protection +1* once its levels of protection have been used up.

Memory (S): This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a *Potion of Plant Control* with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearers armour class and to all saving throws equal to its magical bonus. If a character wears a *Ring of Protection* on either hand, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move and attack at double speed for ten minutes. See *Chapter 10: Combat* for the effects of haste on combat.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day.

This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a *Cure Blindness*, *Cure Disease*, *Remove Curse* or *Neutralise Poison* spell as if cast by a 25th level cleric. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a *Potion of Luck* except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring allows the wearer to see as if they had cast a *Truesight* spell which lasts 30 minutes.

Spell Eating: This ring appears to Analyse spells to be a *Ring of Spell Turning* and operates as one.

However, if the wearer of the ring casts a spell themselves, the ring immediate "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a *Remove Curse* cast by a 25th level caster.

Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a *Spell Scroll*) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level.

Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only affects actual spells, not the spell-like powers of monsters or magic items.

Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing.

When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the *Telekinesis* spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true *in the opinion of the speaker*. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a *Ring of Truth* when examined with an *Analyse* spell, and will work as a *Ring of Truth*. However, once worn it cannot be removed except by a *Remove Curse* spell cast by a 26th level caster, and it compels its wearer to always speak the truth.

Table 19-10: Wondrous Items

d100	Item
01-02	Amulet of Scrying Protection
03-04	Bag of Devouring
05-09	Bag of Holding
10-12	Boat, Undersea
13-15	Boots of Leaping
16-17	Boots of Levitation
18-19	Boots of Speed
20	Bowl of Water Elementals
21	Brazier of Fire Elementals
22-23	Broom of Flying
24	Censer of Air Elementals
25-27	Chime of Time
28-29	Crystal Ball (E,M)
30	Crystal Ball with Clairaudience (M)
31	Crystal Ball with ESP (M)
32-33	Displacer Cloak
34	Drums of Panic
35	Efreeti Bottle
36-38	Egg of Wonder
39-40	Elven Boots
41-42	Elven Cloak
43	Flying Carpet
44-45	Gauntlets of Ogre Power
46-47	Girdle of Giant Strength
48-49	Helm of Blindness
50-51	Helm of Reading
52	Helm of Telepathy
53	Helm of Teleportation (M)
54	Horn of Blasting
55-56	Hurricane Lamp
57-59	Lamp of Long Burning
60-61	Medallion of ESP (30' range)
62	Medallion of ESP (90' range)
63	Mirror of Life Trapping
64-66	Muzzle of Training
67-68	Nail, Finger
69-71	Nail of Pointing
72-76	Ointment
77-79	Pouch of Security
80-82	Quill of Copying (S)
83-86	Rope of Climbing
87-88	Scarab of Protection
89-91	Slate of Identification (S)
92	Stone of Earth Elementals
93-94	Talisman of Travel (M, Dr)
95-97	Wheel of Floating
98-00	Wheel, Square

The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessnesss: This ring appears to be a *Ring of Truth* when examined with an *Analyse* spell, and will work as a *Ring of Truth*. However, once worn it cannot be removed except by a *Remove Curse* spell cast by a 26th level caster, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring can not be removed until it has had a *Remove Curse* spell cast on it.

Wishes: This ring will grant from one to four wishes (as the *Wish* spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10:

1-4 = 1

5-7 = 2

8-9 = 3

10 = 4

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal.

To use the ring, the wearer must stand still and concentrate, and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Wondrous Items

Amulet of Scrying Protection: This item protects its wearer from being scried on via a *Crystal Ball*, and makes them immune to all types of *ESP*.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller).

Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller).

Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a *Water Breathing* effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boots of Leaping: The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

Boots of Levitation: The wearer of these boots may *Levitate* as per the spell of the same name. There is no limit to the duration of the levitation.

Boots of Speed: When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a *Conjure Elemental* spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a *Conjure Elemental* spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating.

The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a *Conjure Elemental* spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius.

If the chime is in a *Silence 15' Radius* spell when it is time to chime, it will automatically dispel the spell as it chimes.

The chime can also be used like a sand-timer. If commanded, it will slowly change colour from one end to the other taking exactly one hour to do so.

Crystal Ball (E,M): A crystal ball is a scrying device that can only be used by an elf or by a magic-user. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball with Clairaudience (M): This works just as a normal *Crystal Ball*, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a magic-user can use this item.

Crystal Ball with ESP (M): This works just as a normal *Crystal Ball*, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a magic-user can use this item.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a –2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws *vs Spells*, *vs Wands, Staves and Rods*, and *vs Petrification*.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw *vs Spells* or flee in terror for 30 minutes.

Efreeti Bottle: This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical.

The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or throw (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear.

To determine the type of animal that is summoned, roll 1d12:

1 = Ape (Rock Baboon)
2 = Bat (Giant)
3 = Bear (Black)
4 = Bear (Grizzly)
5 = Boar
6 = Cat (Mountain Lion)
7 = Cat (Panther)
8 = Ferret (Giant)
9 = Lizard (Giant Gecko)
10 = Lizard (Giant Draco)
11 = Snake (Racer)
12 = Wolf

Elven Boots: These boots give their wearer a *Move Silently* ability of 75%, like a thief.

Elven Cloak: This cloak is just like a *Ring of Invisibility* except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round.

The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a *Remove Curse* spell being cast on it.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use *Spell Scrolls* if they are not normally able to do so.

This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the *ESP* spell to read the thoughts of others.

Helm of Teleportation (M): This helm is only usable by magic-users. The wearer of the helm may use the *Teleport* spell as often as they like to teleport themselves, with the normal chances of failure.

The wearer may also use the helm to *Teleport* another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a *Teleport* spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw *vs Spells* or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw *vs Spells* to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area.

Once the hurricane has ended, the lamp may be used as a *Lamp of Long Burning*, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains.

The lamp can be put out and re-lit repeatedly like any other lamp.

If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Medallion of ESP: This medallion allows the wearer to use the *ESP* spell at will, with a range as given in the item listing (either 30' or 90').

However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw *vs Spells* or be sucked into the mirror, complete with everything they are wearing and carrying.

The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in.

If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to use a *Wish* spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally.

The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a *Wizard Lock* cast by a 15th level caster.

Nail, Finger: This appears to be a *Nail of Pointing* if checked with an *Analyse* spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, *Invisibility* or hiding), an illusion of a large glowing hand will appear above their head pointing them out.

After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a *Remove Curse* spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars.

To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6:

1 =	The user gets a +2 bonus to armour class and saving throws for the next ten minutes.
2 =	The user is healed 2d6+2 points of damage.
3 =	The user must make a saving throw *vs Poison* or die.
4 =	The user takes 2d6 points of acid damage.
5 =	The user is cured of all burn damage, whether magical or normal.
6 =	The user's skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying (S): When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a *Spell Scroll* containing one or more spells of a type that they can cast onto a blank parchment.

There is a 75% chance that the spells will be copied correctly, creating two identical *Spell Scrolls*, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight.

A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a *Remove Curse* as if by a 36th level caster. Each *Remove Curse* uses up one charge.

Additionally, it will block any *Finger of Death* or *Obliterate* spell (the reverse of the *Raise Dead* and *Raise Dead Fully* spells) cast at the wearer; and this also uses up one charge.

When the scarab has run out of charges, it crumbles to dust.

Slate of Identification (S): This 3' square framed sheet of slate is used to identify magic items.

The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any).

If asked to identify an artefact, the slate will shatter.

However, the slate is incapable of identifying cursed items, even those that fail to fool an *Analyse* spell (such as a *Potion of Poison*).

If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are:

Potion = 2 charges
Scroll = 3 charges
Ammunition = 3 charges
Wand = 4 charges
Staff = 5 charges
Weapon = 6 charges
Armour or shield = 7 charges
Ring or rod = 8 charges
Wondrous item = 9 charges

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a *Conjure Elemental* spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel (M, Dr): This talisman allows the wearer to cast either a *Conjure Elemental* or *Summon Elemental* spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice.

While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking.

A single *Wheel of Floating* will hold up a vehicle of up to 10,000cn in weight, with every additional *Wheel of Floating* adding 5,000cn to that weight.

Although these wheels will keep the vehicle above water, they do not affect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round.

It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Table 19-11a: Armour or Shield Type

d100	Type
01-13	Leather Armour
14-22	Scale Mail
23-38	Chain Mail
39-50	Banded Mail
51-64	Plate Mail
65-72	Suit Armour
73-00	Shield

Table 19-11b: Armour or Shield Bonus

d100*	Bonus
01-54	+1
55-57	+1 of Curing
58-59	+1 of Shocking
60	+1 of Reflection
61-78	+2
79-80	+2 of Curing
81	+2 of Gaseous Form
82-89	+3
90-91	+3 of Absorption
92	+3 of Remove Curse
93-96	+4
97	+4 of Flying
98	+4 of Haste
99	+5
00	+5 of Ethereality

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Armour & Shields

Magic armour and shields will have a numerical bonus from +1 to +5. This bonus applies to the wearer's armour class when the armour or shield is worn.

Like other armour class bonuses, the bonus is *subtracted* from the armour class of the wearer, not added to it.

The magical bonuses of armour and shields stack with each other if both are used.

Table 19-12a: Missile Weapons & Ammunition Type

d100	Type
01-30	Arrows
31-48	Bullets
49-59	Quarrels
60-70	Sling Stones
71-72	Blowgun
73-79	Bow, Long
80-83	Bow, Short
84-85	Crossbow, Heavy
87-87	Crossbow, Light
88-91	Pistol
92-94	Smoothbore
95-00	Sling

Some magical armour or shields also have additional powers beyond a simple bonus to armour class. If these powers require activation in combat, then the wearer must take an *Activate Magic Item* action.

When found, a piece of magical armour or a magical shield may be cursed. The chance of the item being cursed is 10%. If an item is cursed, this will be revealed by an *Analyse* spell.

A cursed set of armour or cursed shield will *add* its bonus to the wearer's armour class rather than subtracting it—i.e. it will make the wearer's armour class worse. Additionally, the extra property of cursed armour will not function.

The wearer of cursed armour or a cursed shield is compelled to always use the item in a combat situation, even though they may know that other armour would be better for them. Similarly, if the cursed item is taken away from them they are compelled to do their best to retrieve the item—even being prepared to kill friends if the friends are withholding it.

A *Remove Curse* spell will break the compulsion, although if the character wears or uses the item again then the curse will return.

If the *Remove Curse* spell is cast by a caster of 26th level or higher, it will remove the curse from the item completely, causing it to act as normal magical suit or armour or shield.

Table 19-12b: Sword Type

d100	Type
01-65	Normal Sword
66-84	Short Sword
85-92	Two-Handed Sword
93-00	Bastard Sword

Absorption: If the wearer of this item or shield is struck by an *Energy Drain*, the item will absorb it. The wearer will still take normal physical damage (if any) from the attack, but will not lose any levels.

Each time this item absorbs an *Energy Drain*, it loses one point of magical "plus" (i.e. after absorbing one *Energy Drain* the item will only have a +2 bonus; after absorbing a second it will only have a +1 bonus).

When the item has absorbed three *Energy Drains* it will crumble to dust.

Curing: Once per day, the wearer of this armour or shield may activate it in order to heal half of the damage that they have currently taken.

Ethereality: Once per day, the wearer of this armour or shield can activate it in order to move from the Prime Plane to the Ethereal Plane.

Additionally, once per day the wearer of this armour or shield can activate it in order to move from the Ethereal Plane to the Prime Plane.

Flying: Once per day, the wearer of this armour or shield may activate it, and it will cast a *Fly* spell on them that lasts for 2 hours.

Gaseous Form: Once per day, the wearer of this armour or shield may activate it in order to turn into gaseous form for up to one hour, including all their equipment and carried items. The drinker keeps control of their body, and can move through any non-airtight barrier.

While in gaseous form, the drinker cannot attack, but has an armour class of –2 and can only be hit by magical weapons.

Haste: Once per day, the wearer of this armour or shield may activate it and it will cast a *Haste* spell on them that lasts for 10 minutes.

Table 19-12c: Miscellaneous Weapon Type

d100	Type
01-09	Axe, Battle
10-15	Axe, Hand
16-17	Axe, Hand (Returning)
18-20	Blackjack
21-22	Bolas
23	Bolas (Returning)
24-28	Club
29-40	Dagger
41-43	Dagger (Returning)
44-45	Halberd
46-55	Hammer, War
56-58	Hammer, War (Returning)
59-61	Javelin
62	Javelin (Returning)
63-66	Lance
67-78	Mace
79-80	Net
81	Net (Returning)
82-84	Poleaxe
85-94	Spear
95-97	Spear (Returning)
98-00	Whip

Reflection: If any *Light* or *Continual Light* spell (or their reverse) is cast at the wearer of this armour or shield, the spell is reflected back to the caster.

Additionally, the wearer of this armour or shield may used as if it were a mirror in order to either attempt to reflect the gaze of a creature with a gaze attack (such as a basilisk) or to fight such a creature without meeting its gaze (in which case the normal –2 penalty for fighting while using a mirror does not apply).

Remove Curse: This armour or shield will never be cursed when found. Additionally, it has three charges, and can be activated to expend a charge in order to cast a *Remove Curse* on the wearer as if from a 36th level caster.

Shocking: The wearer of this armour or shield can activate it, causing it to charge with energy. The next creature to attack the wearer in melee will be hit for 6d6 lightning damage, unless it can make a saving throw *vs Spells* to take half damage.

If the creature striking the wearer is using a melee weapon rather than striking with natural weaponry then it gets a +4 bonus to the saving throw.

The armour can be activated and deactivated as often as the wearer desires, but can only release its charge once per day. Once the charge has been released, the armour deactivates and cannot be re-activated until the following day.

Weapons & Ammunition

Magic weapons and ammunition will have a numerical bonus from +1 to +5. This bonus applies both to the wearer's to-hit roll when using the weapon or ammunition and to the damage done by the weapon.

The magical bonuses of missile weapons and their ammunition stack with each other if both are used.

Some magical weapons or ammunition also have additional powers beyond a simple bonus to attack and damage. If these powers require activation in combat, then the wearer must take an *Activate Magic Item* action.

When a magical weapon or some magical ammunition is found, roll on the relevant *table 19-12* in order to see exactly what type of weapon or ammunition it is, and then in order to find out what magical bonuses or other properties it has, either roll on *table 19-13a* if it is ammunition or roll on *table 19-13b* if it is a weapon (including a missile weapon).

When found, a magical weapon (but not magical ammunition) may be cursed. The chance of the weapon being cursed is 10%. If an item is cursed, this will be revealed by an *Analyse* spell.

A cursed weapon will *subtract* its bonus from the wearer's to-hit and damage rolls rather than adding it—i.e. it will make the wearer's to-hit and damage worse. Additionally, the extra property of a cursed weapon will not function.

The wielder of a cursed weapon is compelled to always use the item in a combat situation, even though they may know that other weapons would be better for them.

Table 19-13a: Ammunition Bonus

d100*	Bonus	Number
01-54	+1	2d10
55-57	Of Speaking	2d10
58-59	Of Seeking	2d10
60	+1 of Disarming	2d10
61-78	+2	2d6
79-80	+2 of Screaming	2d6
81	+2 of Dispelling	2d6
82-89	+3	2d4
90-91	+3 of Sinking	2d4
92	+3 of Biting	2d4
93-96	+4	1d4
97	+4 of Stunning	1d4
98	+4 of Teleporting	1d4
99	+5	1
00	+5 of Slaying	1

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Similarly, if the cursed item is taken away from them they are compelled to do their best to retrieve the item—even being prepared to kill friends if the friends are withholding it.

A *Remove Curse* spell will break the compulsion, although if the character wears or uses the item again then the curse will return.

If the *Remove Curse* spell is cast by a caster of 26th level or higher, it will remove the curse from the item completely, causing it to act as a normal magical weapon.

Some weapons have a bonus that varies depending on the type of creature that is being attacked.

Magical ammunition can only be used for a single shot, and is then broken, bent or otherwise useless. However, such ammunition is normally found in groups rather than as single items. *Table 19-13a* shows the number of pieces of ammunition that are found together.

Some of the thrown weapons on *table 19-12c* are listed as *(Returning)*. These weapons will magically return to their owner's hand after being thrown.

In the case of a bolas or net, if the weapon successfully entangles an opponent it will not return to its owner until after the opponent has freed themselves.

Table 19-13b: Weapon Bonus

d100*	Bonus
01-54	+1
55-57	+1 of Watching
58-59	+1 of Light
60	+1 of Finding
61-62	+1, +3 vs Undead
63-64	+1, +3 vs Animals
65-66	+1, +3 vs Lycanthropes
67-78	+2
79-80	+2 of Flaming
81	+2 of Silence
82-83	+2, +4 vs Undead
84	+2, +4 vs Giants
85-89	+3
90-91	+3 of Speed
92	+3 of Hiding
93	+3, +5 vs Dragons
94-96	+4
97	+4 of Slowing
98	+4 of Flying
99	+5
00	+5 of Slicing

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Biting: When a piece ammunition of biting hits an opponent, it turns into a snake which bites the target. In addition to the normal damage done by the attack, the target must also make a saving throw *vs Poison* or die.

Disarming: When this ammunition hits a target that is wielding an item in their hand, the target must make a saving throw *vs Spells* or drop the item. If the target is holding an item in either hand, their primary hand will be the one affected.

Dispelling: When this ammunition hits a target, it immediately casts a *Dispel Magic* effect centred on the target as if cast by a 15th level caster.

Finding: Once per day, the wielder of this weapon may activate it to cast a *Locate Object* spell.

Flaming: The wielder of this weapon can activate it at will and it will burst into flames that burn without fuel until the weapon is deactivated again.

The flaming weapon has an additional +2 bonus against trolls and against feathered creatures; and an additional +3 bonus against creatures made of wood or undead. If a creature comes under more than one of these categories, these bonuses do not stack.

Flying: If a melee weapon has this power, once per day it will attack by itself. The weapon must be wielded in combat for at least one round, then its wielder can let go of it and it will continue to attack the same opponent for three rounds, as if its wielder were still wielding it. After three rounds (or when its wielder commands, whichever is sooner) the weapon will return to its wielder's hand.

If a missile weapon has this power, then it never needs reloading and never runs out of ammunition. Whenever it is fired, it will create its own ammunition (and red powder if it is a gun). However, the wielder may still choose to load the weapon with magical ammunition if they prefer.

Hiding: Once per day, this weapon can be activated to cast an *Invisibility* spell on its wielder.

Additionally, three times per day, the weapon can be activated to cast an *Invisibility* spell on itself. If the weapon turns itself invisible while being carried, the touch of its wielder will not turn it visible again, but the touch of any other creature (whether intelligent or not) will.

Light: Once per day, this weapon can be activated to cast a *Light* spell lasting 1 hour.

Screaming: When this ammunition is fired, whether it hits or misses its target, it will emit a piercing shriek causing all opponents within 30' of its path to make a saving throw *vs Spells* or retreat in fear for 1d8 rounds.

Seeking: This ammunition will not hit a living creature. However, it will unerringly hit whatever object (a button, a lever, a trip-wire, etc.) it is fired at.

If fired at an object held by a creature, treat the ammunition as being *+1 Ammunition of Disarming*.

Silence: Once per day, this weapon can be activated to cast a *Silence 15' Radius* spell.

Sinking: This ammunition causes 1d10+10 structure points of damage to any ship or wooden structure that it hits.

Slaying: Whatever is hit by this ammunition is affected as if hit by a *Disintegrate* spell.

Slicing: This property can only be found on edged melee weapons such as swords, axes or pole arms.

Whenever a living creature (not a construct or undead) is hit by the wielder of this weapon's player rolling a natural 19 or 20, it must make a saving throw *vs Death* or have its head cut off. This will normally kill the creature, unless it is a hydra or other multi-headed creature.

If the creature makes its saving throw, it still takes triple damage from the attack.

Slowing: Once per day, after hitting a creature with this weapon, the wielder may activate it (this doesn't take an action) in order to affect the creature as if hit by a *Slow* spell (the reverse of the *Haste* spell). The creature may make a saving throw *vs Spells* to avoid the effect.

Speaking: This ammunition may be given any message of twenty words or less, and then given a target which may be any location or object (but not a creature) within ten miles. When fired, the ammunition will automatically hit the object or land on the floor in the location, and then speak its message out loud twice.

Speed: Once per day, this weapon can be activated in order to cast a *Haste* spell that affects only its wielder.

Stunning: Any creature hit by this ammunition must make a saving throw *vs Spells* or be stunned for 1d6 rounds.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. Stunned opponents also have a +2 penalty to armour class and a –2 penalty to all saving throws.

Teleporting: Any creature hit by this ammunition must make a saving throw *vs Spells* or be teleported 1d100 miles in a random direction. The target will always land safely after the teleport.

Watching: Once per day, the wielder of this weapon can command it to watch for a particular type of creature. The weapon will continue to watch for that type of creature until commanded to watch for a different type.

If any creature of the specified type comes within 60' of the weapon, it will glow softly and vibrate to alert its wielder.

The wielder must name a race or type of monster, not the name of a specific individual.

Chapter 20: Artefacts

Artefacts are powerful magical items that only Immortals can create. Unlike normal magic items, which come in fairly standard types, artefacts are all unique.

Immortals create artefacts by using the *Create Artefact* spell. This spell enables them to put part of their life force into an object and make it into an artefact level magical item.

While this is much more expensive for the Immortal doing the creating than simply using the *Create Mundane Object* spell to create a normal magic item, artefacts are much more powerful than normal magic items. In fact artefacts are so powerful that they cannot be safely used by mortals. Their power is simply too great for mortals to be able to control.

This danger doesn't stop mortals from actually using them, of course.

Finding an Artefact

Given the rare and unique nature of artefacts, they do not appear in the standard treasure tables. Basically, if the Game Master wants the party to find an artefact, the Game Master first needs to spend time using the rules in this chapter designing the artefact, and then decide where it will be found.

When designing it, the Game Master should have an idea of who created it and why they did. Creating an artefact is a significant thing to do, and not something that most Immortals would do on a whim.

On the other hand; once created, artefacts hang around for a long time. An artefact that might have been created and specially placed for a mortal to find may have been found and used by that mortal. And then it might have been lost, or stolen, or otherwise changed hands many times.

While Immortals often try to keep track of artefacts that they have made, they can't be everywhere at once; and artefacts do sometimes end up being simply lost or end up sitting in a dragon's hoard for centuries on end. Unless the Immortal happens to be watching via a *Detect Immortal Magic* spell when an artefact gets used (and gets lucky), they may never find it again.

From the point of view of player characters; unexpectedly finding an artefact is a mixed blessing. Notwithstanding the inherent danger involved in using such a powerful item, the characters can never be sure that the find was truly accidental. Was the artefact genuinely lost, or was it put there specifically for them to find as part of some Immortal's plot? Or worse—was it put there specifically for *someone else* to find as part of some Immortal's plot, and now they're getting in the way?

Using an Artefact

An artefact will normally have a basic form. That form might be that of a weapon, shield or armour, in which case the artefact will probably have magical plusses when used in combat. Alternately it might be shaped like any other object.

Regardless of its form, an artefact can be detected with a *Detect Magic* spell and identified with an *Analyse* spell. However, an *Analyse* spell will only describe the powers of an artefact, not its handicaps and penalties. The handicaps and penalties of the artefact must be found out by trial and error.

Once an artefact has been identified, any character can use it unless it is in the shape of armour or a weapon or shield that the character can't use.

Each artefact has a *Power Reserve* just like an Immortal, and this power reserve is the source of *Power Points* that fuel the artefact's powers.

The wielder of the artefact can activate any of its powers by taking an *Activate Magic Item* action; and if the artefact has enough remaining power points then the power will function.

An artefact's power reserve refreshes each morning.

Any powers of an artefact that duplicate spell effects work as if cast by a 40th level mortal caster; and artefacts *can* affect Immortals. An Immortal hit by a weapon shaped artefact takes normal damage (unless they can save *vs Physical Attacks*) rather than minimum damage, and an Immortal hit by a spell cast from an artefact will be affected normally as if the spell had been cast by another Immortal (although they still get their Anti-Magic and their save *vs Spell Attacks*).

An artefact that has run out of power points keeps its weapon, shield or armour bonus.

Destroying an Artefact

Artefacts are incredibly hard to destroy. They are immune to most damage, and will very rarely be accidentally destroyed.

An artefact has an armour class of -20 and a number of hit points equal to its power reserve. It can only be damaged by +5 weapons, or spells of 5th level and higher; and makes saving throws as if a 36th level fighter.

Although artefacts are not intelligent, they do have a basic self-defence mechanism. An artefact will ignore accidental damage and simply repair itself, but if an artefact is deliberately attacked directly it will use whatever power points it has left to instinctively use its offensive powers against its attacker and use its movement powers to escape if it can.

A damaged artefact can repair itself at a cost of 1 power point per hit point regained.

When an artefact is destroyed, the power used to create it is lost forever. There is no way to recover it, although if the creator of the artefact is that upset with its loss they can always simply create a new artefact with an identical form and powers.

Table 20-1: Artefact Power Levels

Power Reserve	50-100	101-250	251-500	501-750
Maximum Attack Powers	2	3	4	4
Maximum Transform Powers	2	2	3	5
Maximum Defence Powers	3	4	4	5
Maximum Misc. Powers	1	2	3	4
Number of Handicaps	1	2	3	4
Handicap Duration	30 days	60 days	120 days	240 days
Number of Penalties	1	3	5	8

Creating an Artefact

An Immortal creates an artefact by casting the *Create Artefact* spell. This will cost them experience points based on the artefact created. There is no chance for error, and creating the artefact takes only a single round (although making the decisions about exactly what it should do and what it should look like can take far longer).

The amount of experience it costs to create an artefact depends on both the physical form and the amount of power reserve that the artefact will have.

Physical Form

The physical form of an artefact must be created as part of the creation process. This form may be something mundane, like a simple wooden bowl; something ostentatious, like a golden crown; or something practical like a sword.

The basic cost for this physical form is 1 experience point per 1 gold piece value of the form—with a minimum cost of 100xp; so in the examples above the bowl would cost the minimum of 100xp, as would the sword. The crown could cost anywhere from 1,000xp to around 50,000xp depending on how big and valuable it is.

If the physical form is a weapon, there is an additional cost based on its other statistics:

- ►+10,000xp per two points of weapon damage done by the form using basic weapon expertise.
- ►+30,000xp if the form a missile weapon.
- ►+50,000xp if the form is a commonly thrown weapon.
- ►+100,000xp per magical "plus" the weapon has.

Similarly, if the physical form is a shield or a suit of armour there is an additional cost based on its other statistics:

- ►+10,000xp per point of base armour class below 9 if the form is armour.
- ►+10,000xp if the form is a shield
- ►+50,000xp per magical "plus" the armour or shield has.

Example: An artefact that is in the form of a +5 dagger will cost:

100xp	*because a dagger is worth 3gp.*
20,000xp	*because a dagger does 1d4 damage.*
50,000xp	*because a dagger can be thrown.*
500,000xp	*because it is a +5 weapon*
= 570,100xp	*in total.*

An artefact that is a suit of chain mail +3 will cost:

100xp	*because chain mail is worth 40gp.*
40,000xp	*because chain mail provides a base armour class of 5*
300,000xp	*because it is +3 chain mail.*
= 340,100xp	*in total.*

An artefact that is a +4 shield will cost:

100xp	*because a shield is worth 10gp.*
10,000xp	*because it is a shield.*
400,000xp	*because it is a +4 shield.*
= 410,100xp	*in total.*

An artefact that is a large flawless ruby (worth 15,000gp) will cost:

15,000xp	*because the ruby is worth 15,000gp.*
= 15,000xp	*in total.*

Power Reserve

Additionally, the Immortal must pay 10,000 experience points for each point of power reserve that the artefact is intended to have.

An artefact must be given a power reserve of at least 50 points, and can be given a power reserve of up to 750 points.

As well as determining the number of power points that the artefact can spend each day on powers, the amount of power reserve an artefact is given also determines how many hit points the artefact will have and how many powers and drawbacks it will have.

Table 20-1: Artefact Power Levels shows the maximum number of powers of each type that an artefact can have based on its power reserve. The Immortal creating the artefact is free to choose these powers from the lists in this chapter.

An artefact does not have to have as many powers as it can, in fact it doesn't have to have any powers at all. However, since it doesn't cost the creating Immortal any extra experience to put more powers in, most artefacts are created with the maximum number of powers that their power reserve will allow.

Similarly, *table 20-1* also shows how many handicaps and penalties an artefact will have based on its power reserve. These handicaps and penalties do not manifest when an Immortal uses an artefact, only when a mortal uses it. They are a side-effect of the mortal using such a powerful device, and as such they are not chosen by the Immortal creating the artefact.

Handicaps and penalties are instead chosen by the Game Master. When choosing handicaps and penalties, the Game Master should try to be fair and both try to choose those that fit the “feel” or “theme” of the artefact (if there is one) and also try not to choose those that would render the artefact useless by completely going against its purpose (again, if there is one).

Artefact Powers

There are many, many powers that an artefact can have, and these powers are chosen by the Immortal creating the artefact.

Each power has a cost in power points which must be spent when the artefact is used. If the artefact does not have enough power points left to use the power, it will not function. However, even an artefact with no power points left will still function as its basic form, including any magical plusses that form may have as a weapon, shield or suit of armour.

The possible artefact powers are listed in *tables 20-2 to 20-5*.

Most of these powers are simply duplications of mortal level spells, and are cast as if by 40th level mortal spell casters (with the exception that Immortals’ immunity to mortal level magic does not work against them). However, some of them are unique powers—and those powers are explained below.

Ability Score Bonus: When activated, one or more of the wielder’s randomly determined ability scores become 18, with all attendant bonuses, for a period of one hour.

Acid Breath: When activated, the wielder breathes an acid breath weapon 30’ long and 5’ across which does damage equal to one half of the wielder’s current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw *vs Breath Weapon* to take half damage.

Anti-Magic: When activated, the wielder gains Anti-Magic at the noted percentage for one hour. See *Chapter 18: Monsters* for a full description of how anti-magic works.

Table 20-2a: Attack Powers (Direct Physical)

Power	Cost (PP)
Cause Light Wounds	10
Magic Missile	15
Flaming*	20
Cause Disease	25
Cause Serious Wounds	30
Extinguishing*	30
Cause Critical Wounds	35
Bearhug*	35
Poison	40
Dispel Evil	40
Electricity*	40
Cloudkill	45
Ice Storm	45
Death Spell	50
Finger of Death	50
Poison Gas Breath*	50
Slicing*	50
Fireball	55
Fire Breath*	60
Ice Breath*	60
Lightning Bolt	60
Acid Breath*	65
Delayed Blast Fireball	65
Explosive Cloud	75
Disintegrate	80
Power Word Kill	85
Obliterate	90
Meteor Swarm	100

*See description in this chapter

Anti-Magic Ray: When activated, the artefact projects an anti-magic ray identical to that of a *Floating Horror*. The ray lasts until the wielder stops concentrating or for 10 minutes, whichever is sooner.

Armour Class Bonus: When activated, the wielder gains the given bonus to their armour class for 1 hour.

Attack Roll Bonus: When activated, the wielder gains the given bonus to all attack rolls for 10 minutes.

Automatic Healing: When activated, the artefact produces a *Cureall* spell on either its wielder or a creature that the wielder touches. If the wielder’s hit points reach 0 and the artefact has enough power left, it will automatically activate itself.

Table 20-2b: Attack Powers (Direct Mental)

Power	Cost (PP)
Cause Fear	10
Sleep	15
Charm Person	20
Confusion	25
Charm Monster	30
Calm*	30
Control Plants*	35
Feeblemind	40
Charm Plant	45
Geas	50
Control Animals*	60
Control Lesser Undead*	70
Mass Charm	75
Open Mind	80
Control Giants*	85
Control Greater Undead*	90
Control Dragons*	95
Control Humans*	100

*See description in this chapter

Bearhug: When activated, the artefact gives the user the power to make an attack with either arm (the user must be unarmed) that does no damage. However, if both attacks hit, the wielder can squeeze the target for 2d6 damage per round until the target is able to make a saving throw *vs Death* in order to escape. The power to make these hugs lasts for 10 minutes.

Blasting: When this artefact is activated, it produces a cone of sound 60’ long and 20’ wide at the end. All within the blast take 2d6 damage and must make a saving throw *vs Spells* or be deafened for 10 minutes. Building and ships in the area take 1d8 damage.

Blend With Surroundings: When activated, the wielder will blend with their surroundings, making them completely undetectable except via touch or via magical means. The wielder can move around while blended and stay hidden, but if they attack or cast a spell they will become temporarily visible for the round.

Bug Repellent: When activated, any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the wielder unless magically controlled.

Table 20-2c: Attack Powers (Trapping)

Power	Cost (PP)
Web	10
Hold Animal	15
Hold Person	20
Slow	25
Hold Monster	35
Turn Wood	45
Flesh to Stone	50
Power Word Stun	60
Dance	75
Power Word Blind	85
Life Trapping*	100
Maze	100
Immortal Life Trapping*	500

*See description in this chapter

If the bugs are magically controlled to attack the wielder, the wielder gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

The protection lasts for 8 hours.

Buoyancy: When activated, the artefact, wielder, and anything the wielder holds will float on any liquid providing they do not weigh more than the given weight.

The wielder is not given any special power to move across the surface of the liquid.

The buoyancy lasts for 4 hours.

Burrowing: When activated, the wielder gains the ability to burrow through loose sand or earth at 60' per round, or through hard packed earth at 30' per round, or through solid rock at 10' per round for the next hour. The wielder cannot burrow through metal, and the tunnel they leave closes after an hour.

Calm: When activated, this artefact produces a wave of calmness that soothes the tensions of up to 40 hit dice of creatures within 120'. Creatures subjected to the calming effect must make an immediate reaction roll, with a +4 bonus.

Change Odours: When activated, this artefact will change the odours and smells in an area of 30'x30'x30'.

Table 20-2d: Attack Powers (Bonuses)

Power	Cost (PP)
Bless	10
Weapon Damage Bonus +2*	15
Attack Roll Bonus +2*	20
Turn Undead Bonus +2*	20
Leap 30' (+2 bonus)*	25
Weapon Damage Bonus +3*	25
Weapon Strength Bonus +1*	25
Attack Roll Bonus +3*	30
Spell Damage Bonus +1*	30
Striking	30
Weapon Damage Bonus +4*	35
Attack Roll Bonus +4*	40
Turn Undead Bonus +4*	40
Weapon Strength Bonus +2*	40
Weapon Damage Bonus +5*	45
Attack Roll Bonus +5*	50
Leap 60' (+2 bonus)*	50
Spell Damage Bonus +2*	55
Weapon Strength Bonus +3*	55
Attack Roll Bonus +6*	60
Weapon Damage Double*	70
Weapon Strength Bonus +4*	70
Leap 90' (+6 bonus)*	75
Spell Damage Bonus +3*	80
Smash Attack*	85
Weapon Strength Bonus +5*	85
Weapon Damage Triple*	90
Spell Damage Bonus +4*	100

*See description in this chapter

Poisonous vapours in the area will have their scent masked but will still be effective. The odours will fade in 1d6 x 10 minutes indoors, or 1d6 rounds outdoors.

Change Tastes: When activated, this artefact will change the taste of any quantity of food or liquid within 20'. Poisonous foods or liquids will have their taste masked but will still be effective.

The change is permanent.

Choose Best Option: When activated, the wielder can think of two possibilities of action and ask the artefact which is the "best" of those two.

Table 20-2e: Attack Powers (Other)

Power	Cost (PP)
Blight	10
Darkness	15
Light	20
Set Normal Trap 50%*	20
Turn Undead (6th Level)*	20
Curse	25
Disarm Attack*	25
Continual Darkness	30
Pick Pockets 50%*	30
Draining (1 Level)*	35
Set Normal Trap 70%*	40
Silence 15' Radius	40
Polymorph Other	45
Turn Undead (12th Level)*	45
Babble	50
Flying*	50
Dispel Magic	55
Pick Pockets 75%*	55
Appear	60
Set Normal Trap 90%*	65
Draining (2 Levels)*	70
Turn Undead (24th Level)*	70
Polymorph Any Object	75
Pick Pockets 100%*	80
Anti-Magic Ray*	90
Blasting*	100
De-Power*	250

*See description in this chapter

The criteria for "best" is up to the wielder, and can be "fastest" or "least dangerous" or "likely to gain me the most money" or any other criteria the wielder decides on. The artefact will reveal the answer, taking into account the likely results of those actions over the next 10 minutes.

The artefact will not communicate anything beyond the simple choice, and will use no criteria other than the one given by the wielder. It can see no further into the future.

Climb Walls: When activated, the wielder gains the *Climb Walls* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Table 20-3a: Transform Powers (Creations & Summonings)

Power	Cost (PP)
Produce Fire	15
Create Water	20
Summon Animals	30
Create Food	35
Create Normal Animals	40
Create Normal Monsters	45
Animate Dead	50
Animate Objects	50
Sword	70
Create Normal Objects*	75
Clone	80
Create Magical Monsters	90
Create Any Monster	100

*See description in this chapter

Communication, Greater: When activated, the wielder of the artefact may concentrate on any living or undead creature, regardless of distance.

The target is made aware of the wielder's desire to communicate, and—if willing—may accept contact and may converse telepathically with the wielder of the artefact for 10 minutes.

If the target is not willing to communicate, the wielder may not try to contact the same target until 24 hours have passed.

Communication, Lesser: As *Communication, Greater* except that the only creature that can be contacted is the Immortal who made the artefact.

Container: This power may not be given to the same artefact as the *Life Trapping* or *Shelter* powers.

When activated, the artefact can store non-living items that are not artefacts and are not being touched by any living being. Any combination of items up to the given weight may be stored inside the artefact by touching the artefact to them and giving a command word. A second word will bring an item back out of the artefact into the wielder's hand.

This power lasts for six hours when activated, and at the end of that time the wielder has the choice of either activating the power again or allowing all the objects currently being stored to re-appear.

Table 20-3b: Transform Powers (Static Changes)

Power	Cost (PP)
Purify Food And Water	10
Repair Normal Objects*	10
Change Odours*	10
Change Tastes*	10
Hold Portal	20
Remove Traps 50%*	30
Wizard Lock	30
Create Magical Aura*	35
Magic Door	40
Repair Temporary Magical Object*	40
Rulership*	50
Magic Lock	60
Remove Traps 75%*	60
Remove Barrier	70
Repair Permanent Magical Object*	70
Victory*	75
Metal to Wood	80
Close Gate	85
Permanence	90
Remove Traps 100%*	90
Gate	95
Timestop	100
Spell Generation*	250

*See description in this chapter

Control Animals: When activated, this affects the wielder as if they had drunk a *Potion of Animal Control*, except that the duration is 3 hours.

Control Dragons: When activated, this affects the wielder as if they had drunk a *Potion of Dragon Control* of a type of the wielder's choosing, except that the duration is 3 hours.

Control Giants: When activated, this affects the wielder as if they had drunk a *Potion of Giant Control* of a type of the wielder's choosing, except that the duration is 3 hours.

Control Greater Undead: When activated, this affects the wielder as if they had drunk a *Potion of Undead Control*, except that the duration is 3 hours.

Control Humans: When activated, this affects the wielder as if they had drunk a *Potion of Human Control*, except that the duration is 3 hours and up to 40HD of humans can be controlled, as long as no individual is over 7HD.

Table 20-3c: Transform Powers (Dynamic Changes)

Power	Cost (PP)
Open Locks 60%*	10
Warp Wood	15
Growth of Animal	20
Knock	20
Growth of Plants	25
Heat Metal	25
Open Locks 70%*	25
Shrink Plants	25
Control Winds	30
Harden	30
Control Temperature 10' Radius	35
Dissolve	35
Lower Water	40
Open Locks 80%*	40
Passwall	45
Move Earth	50
Open Locks 90%*	55
Summon Weather	55
Reverse Gravity	60
Open Locks 100%*	70
Weather Control	80
Open Locks 110%*	85
Earthquake	90
Open Locks 120%*	95
Wish	100

*See description in this chapter

Control Lesser Undead: When activated, this affects the wielder as if they had drunk a *Potion of Undead Control*, except that the duration is 3 hours and up to 40HD of undead can be controlled.

Control Plants: When activated, this affects the wielder as if they had drunk a *Potion of Plant Control*, except that the duration is 3 hours.

Create Magical Aura: When activated, the artefact will bestow a magical aura on one object or one area of up to 40'x40'x40'. The aura will cause the object or area to show up on *Detect Magic* spells for the next 30 minutes.

Create Normal Objects: When activated, the artefact will create a non-magical object with a maximum weight of 1,000cn and a maximum value of 500gp. The object can be any mundane item that the wielder desires, and will last for 24 hours before vanishing.

Table 20-4a: Defence Powers (Cures)

Power	Cost (PP)
Remove Fear	10
Cure Light Wounds	15
Cure Blindness	20
Cure Disease	20
Free Person	25
Cure Serious Wounds	25
Neutralise Poison	30
Cure Critical Wounds	35
Free Monster	40
Remove Geas	45
Stone To Flesh	50
Raise Dead	60
Remove Curse	70
Raise Dead Fully	85
Restore	90
Regeneration*	95
Cureall	100
Automatic Healing*	100

*See description in this chapter

Defending: When activated, the wielder of this artefact can apply its magical bonus to *either* to-hit rolls and damage *or* armour class for the next hour. The wielder can move the bonuses back and forth each round during the *Statement of Intent* phase.

This power only can only be given to artefacts if their form is that of a weapon with a magical bonus.

De-Power: This power can only be placed on an item if at least five Immortals of 31st level or higher create the artefact together. Similarly, it can only be activated if at least five Immortals of 31st level or higher all activate it at once.

When activated, the artefact can be held against an Immortal and that Immortal will be drained of 1,000,000 experience points per round with no saving throw allowed. If the target runs out of experience points, they die.

Artefacts with the De-Power ability are incredibly rare, and are usually used to punish Immortals who have severely broken the social rules of Immortal society by openly meddling on the prime plane or murdering other Immortals or a similarly heinous crime.

Table 20-4b: Defence Powers (Personal Bonuses)

Power	Cost (PP)
Prepare +1 Bonus Spell/Level*	10
Armour Class Bonus –2*	20
Ability Score Bonus (1 Ability)*	20
Prepare +2 Bonus Spells/Level*	20
Parry*	25
Saving Throw Bonus +1*	25
Hit Point Bonus +1*	30
Prepare +3 Bonus Spells/Level*	30
Dodge Normal Missiles*	35
Size Control 3"-18'*	35
Ability Score Bonus (2 Abilities)*	40
Armour Class Bonus –4*	40
Prepare +4 Bonus Spells/Level*	40
Elasticity*	45
Dodge Any Missiles*	50
Prepare +5 Bonus Spells/Level*	50
Saving Throw Bonus +4*	50
Ability Score Bonus (3 Abilities)*	60
Armour Class Bonus –6*	60
Hit Point Bonus +2*	60
Prepare +6 Bonus Spells/Level*	60
Dodge Directional Attacks*	65
Polymorph Self	65
Prepare +7 Bonus Spells/Level*	70
Saving Throw Bonus +6*	75
Ability Score Bonus (4 Abilities)*	80
Armour Class Bonus –8*	80
Prepare +8 Bonus Spells/Level*	80
Inertia Control*	85
Hit Point Bonus +3*	90
Prepare +9 Bonus Spells/Level*	90
Ability Score Bonus (All Abilities)*	100
Armour Class Bonus –10*	100
Prepare +10 Bonus Spells/Level*	100
Shapechange	100

*See description in this chapter

Detect New Construction: When activated, the wielder of the artefact gains the dwarven ability to detect newly constructed stonework and traps and secret doors that involve moving blocks of stone for the next 6 hours.

Unlike a dwarf, the wielder does not have to roll. The ability is automatically successful.

Table 20-4c: Defence Powers (Personal Protections)

Power	Cost (PP)
Shield	10
Anti-Magic 10%*	15
Mindmask	15
Reflection*	15
Water Breathing	15
Defending*	20
Invisibility	20
Immune to Disease*	20
Invisibility 10' Radius	25
Immune to Paralysis*	30
Security*	30
Anti-Magic 20%*	35
Immune to Poison*	40
Immune to Aging Attacks*	50
Anti-Magic 30%*	55
Mass Invisibility	60
Survival	65
Statue	70
Anti-Magic 40%*	75
Immune to Energy Drain*	80
Mind Barrier	80
Immune to Magical Detection*	85
Anti-Magic 50%*	95
Luck*	100
Immunity	100
Immune to Breath Weapons*	100

*See description in this chapter

Detect Slopes: When activated, the wielder of the artefact gains the dwarven ability to detect gently sloping stonework for the next 6 hours.

Unlike a dwarf, the wielder does not have to roll. The ability is automatically successful.

Disarm Attack: When activated, the wielder of this artefact gains the ability to make *Disarm* attacks with whatever weapon they are using. See *Chapter 6: Weapon Feats* for details of disarm attacks.

Dodge Any Missiles: When activated, the artefact grants the wielder the power to dodge missiles for the next 10 minutes.

Any missiles can be dodged, including missile weapons, thrown weapons, siege missiles and even *Magic Missile* spells.

Table 20-4d: Defence Powers (Misdirection)

Power	Cost (PP)
Ventriloquism	10
Confuse Alignment	15
Obscure	20
Mirror Image	25
Hide in Shadows 30%*	30
Massmorph	30
Hallucinatory Terrain	35
Merging*	40
Hide in Shadows 50%*	45
Phantasmal Force	50
Hide in Shadows 70%*	60
Projected Image	70
Blend With Surroundings*	90

*See description in this chapter

To dodge missiles, the wielder must take a *Use Non-Activatable Item* action, and may then dodge up to 6 missile attacks during the round by making a saving throw *vs Wands* against each one.

Dodge Directional Attacks: When activated, the artefact grants the wielder the power to dodge missiles, rays, breath attacks and other cone-shaped attacks for the next 10 minutes.

To dodge attacks, the wielder must take a *Use Non-Activatable Item* action, and may then dodge up a single attack during the round by making a saving throw *vs Wands* against it.

This saving throw is in addition to any normal saving throw that the wielder might get against the attack.

Dodge Normal Missiles: When activated, the artefact grants the wielder the power to dodge missiles for the next 10 minutes.

Only normal missiles or thrown weapons can be dodged. Siege missiles and *Magic Missile* spells may not be dodged.

To dodge missiles, the wielder must take a *Use Non-Activatable Item* action, and may then dodge up to 6 missile attacks during the round by making a saving throw *vs Wands* against each one.

Draining: When activated, the artefact will drain the given number of levels from any mortal target it touches.

Table 20-4e: Defence Powers (Barriers)

Power	Cost (PP)
Resist Cold	10
Protection From Evil	10
Resist Fire	15
Protection From Normal Missiles	20
Protection From Some Creatures*	20
Protection From Evil 10' Radius	25
Bug Repellent*	25
Ice Wall	25
Wall of Fire	25
Anti-Plant Shell	30
Protection From Poison	30
Wall of Stone	35
Shelter*	35
Protection From Lightning	40
Anti-Animal Shell	45
Wall of Iron	50
Protection From Most Creatures*	60
Barrier	70
Anti-Magic Shell	75
Force Field	80
Protection From All Creatures*	85
Prismatic Wall	100

*See description in this chapter

Immortal targets are drained of 15 power points per level that would be drained from a mortal.

Elasticity: When activated, the artefact will affect the wielder as if the wielder has drunk a *Potion of Elasticity* except that the duration is 2 hours.

Electricity: When activated, the wielder of the artefact becomes charged with energy. The next creature to attack the wielder in melee will be hit for 6d6 lightning damage, unless it can make a saving throw *vs Spells* to take half damage. If the creature striking the wielder is using a melee weapon rather than striking with natural weaponry then it gets a +4 bonus to the saving throw.

The artefact can be activated and deactivated as often as the wearer desires providing it still has enough power points left to release a charge, but will only actually expend power points when it releases the charge. Once the charge has been released, the artefact deactivates and must be re-activated for the charge to be used again.

Table 20-5a: Miscellaneous Powers (Aids to Normal Senses)

Power	Cost (PP)
Detect New Construction*	10
Read Languages	10
Read Magic	10
Timekeeping*	10
Detect Slopes*	15
Speak With Animals	15
Infravision	20
Hear Noise 50%*	25
Speak With Dead	25
Speak With Plants	30
Tracking, Lesser*	30
Communication, Lesser*	30
Find Secret Doors*	50
Communication, Greater*	50
Hear Noise, 90%*	50
Lie Detection*	50
Speak With Monsters	60
Tracking, Greater*	70
Hear Noise, 140%*	75
X-Ray Vision*	80

*See description in this chapter

Extinguishing: When activated, this artefact will immediately douse all non-magical fires in a 500' radius and prevent further fires from being lit in the area for 1 hour. It has no effect on magical fires.

If the artefact is in the form of a weapon, it does double damage against fire-based creatures while this power is active.

Find Secret Doors: When activated, this will allow the wielder to automatically find all secret doors that they encounter for the next hour.

Find Traps: When activated, the wielder gains the *Find Traps* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Fire Breath: When activated, the wielder breathes a fire breath weapon 30' long and 5' across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw *vs Breath Weapon* to take half damage.

Table 20-5b: Miscellaneous Powers (Additional Senses)

Power	Cost (PP)
Find Traps, 50%*	10
Predict Weather	10
Detect Magic	15
Detect Evil	15
Find Traps, 60%*	20
Know Alignment	20
Locate Object	20
Clairvoyance	25
ESP	25
Find Traps, 70%*	30
Wizard Eye	30
Find Traps	35
Detect Invisible	35
Detect Danger	40
Find Traps, 80%*	40
Choose Best Option*	45
Find Traps, 90%*	50
Truesight	50
Mapmaking*	55
Find Traps, 100%*	60
Treasure Finding*	60
Find Traps, 110%*	70
Lore	70
Find The Path	80

*See description in this chapter

Flaming: This power can only be given to an artefact that is in the form of a weapon.

When activated, the artefact becomes a flaming weapon for the next hour.

During that time, the wielder of the artefact can activate it at will and it will burst into flames that burn without fuel until the artefact is deactivated again.

The flaming artefact has an additional +2 bonus against trolls and against feathered creatures; and an additional +3 bonus against creatures made of wood or undead. If a creature comes under more than one of these categories, these bonuses do not stack.

Flying: This power can only be given to an artefact that is in the form of a weapon.

When activated, the artefact becomes a flying weapon for the next hour.

Table 20-5c: Miscellaneous Powers (Aids to Movement)

Power	Cost (PP)
Climb Walls, 70%*	10
Levitate	15
Tree Movement*	15
Climb Walls, 80%*	20
Plant Door	20
Climb Walls, 90%*	25
Dimension Door	25
Fly	25
Gaseous Form*	30
Haste	30
Move Silently, 50%*	35
Pass Plant	35
Web Movement*	35
Climb Walls, 100%*	40
Telekinesis	40
Transport Through Plants	45
Teleport	50
Climb Walls, 110%*	55
Move Silently, 70%*	55
Burrowing*	60
Plane Travel*	65
Climb Walls, 120%*	70
Move Silently, 90%*	75
Travel	80
Teleport Any Object	85
Word of Recall	90

*See description in this chapter

During that time, the artefact must be wielded in combat for at least one round, then its wielder can let go of it and it will continue to attack the same opponent for three rounds, as if its wielder were still wielding it. After three rounds (or when its wielder commands, whichever is sooner) the artefact will return to its wielder's hand.

Gaseous Form: When activated, the artefact will affect the wielder as if the wielder has drunk a *Potion of Gaseous Form.*

Hear Noise: When activated, the wielder gains the *Hear Noise* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Hide in Shadows: When activated, the wielder gains the *Hide In Shadows* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Table 20-5d: Miscellaneous Powers (Encumbrance Offset)

Power	Cost (PP)
Container: 5,000cn*	10
Floating Disc	10
Buoyancy: 10,000cn*	15
Container: 10,000cn*	20
Container: 15,000cn*	30
Buoyancy: 20,000cn*	30
Container: 20,000cn*	40
Buoyancy: 40,000cn*	45
Container: 25,000cn*	50
Container: 30,000cn*	60
Buoyancy: 80,000cn*	60
Container: 35,000cn*	70
Buoyancy: Any Weight*	75
Container: 40,000cn*	80
Container: 50,000cn*	90

*See description in this chapter

Hit Point Bonus: When activated, the artefact grants its wielder the given bonus number of hit points *per hit die* for 10 minutes. Any damage taken comes off the extra hit points first.

Ice Breath: When activated, the wielder breathes an ice breath weapon 30' long and 5' across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw *vs Breath Weapon* to take half damage.

Immortal Life Trapping: This power may not be given to the same artefact as the *Container* or *Shelter* powers.

When activated, any single creature touched will be sucked into the artefact along with whatever items they are wearing and carrying. Mortal creatures may make a saving throw *vs Spells* to avoid the effect. Immortals may automatically avoid the effect if they are unwilling.

Only one creature can be held in the artefact at one time. If a second creature is trapped, this frees the first creature.

The creature trapped in the artefact can take no actions and does not age or die. However, the victim can bring an image of their face to the artefact's surface and see and hear out of it.

While at the surface of the artefact, the creature can also speak.

Immune to Aging Attacks: When activated, the artefact makes its wielder immune to aging attacks from all sources for 3 hours.

Immune to Breath Weapons: When activated, the artefact makes its wielder immune to all breath weapons for 10 minutes.

Immune to Disease: When activated, the artefact makes its wielder immune to diseases from all sources for 3 hours.

Immune to Energy Drain: When activated, the artefact makes its wielder immune to *Energy Drain* attacks from all sources for 1 hour.

Immune to Magical Detection: When activated, the artefact makes its wielder and all the wielder's equipment immune to any form of magical detection except *Detect Immortal Magic* for 1 hour.

Immune to Paralysis: When activated, the artefact makes its wielder immune to paralysis from all sources for 1 hour.

Immune to Poison: When activated, the artefact makes its wielder immune to poison attacks from all sources for 3 hours.

Inertia Control: When activated, artefact can make any non-living object stop. The object will be frozen in place and cannot be moved by any means short of a *Wish* spell.

The object will remain frozen in place for 4 hours or until the wielder of the artefact deactivates it. In either case, once the object is no longer frozen it will continue moving on its last trajectory.

Leap: When activated, the artefact allows its wielder to make great leaps of up to the specified distance for 10 minutes. If the wielder leaps into combat while under the effect of this power, they gain the stated bonus on their to-hit roll.

Lie Detection: When activated, the artefact allows the wielder to concentrate on any one mortal creature within 120'. While the wielder concentrates, they will be able to tell if the creature knowingly lies.

Note that the creature saying something that is accidentally incorrect because the creature is genuinely mistaken does not count as a lie.

Once activated, this power lasts for 30 minutes, and the wielder may stop and re-start concentrating on the same mortal creature or a different one during that time.

Life Trapping: This power may not be given to the same artefact as the *Container* or *Shelter* powers.

When activated, any single creature touched will be sucked into the artefact along with whatever items they are wearing and carrying. Mortal creatures may make a saving throw *vs Spells* to avoid the effect. Immortals are immune to the effect even if they are willing.

Only one creature can be held in the artefact at one time. If a second creature is trapped, this frees the first creature.

The creature trapped in the artefact can take no actions and does not age or die. However, the victim can be contacted via *ESP* or *Telepathy*.

Luck: When activated, the wielder gains supernatural luck for 10 minutes. The player of the wielding character may choose any one roll that they make on behalf of the wielding character within that duration and simply place the dice on the result of their choice rather than having to actually roll them.

Mapmaking: When activated, the artefact will reproduce an accurate map of everything within a 100' radius. Each secret door has a 1-in-6 chance of being drawn, although the presence of some secret doors may be inferred by what is drawn behind them.

Merging: When activated, this artefact allows the wielder to merge other creatures into their own body. The wielder can merge up to seven other creatures, and both the wielder and the other creatures must be willing. Creatures simply step "into" the wielder and disappear along with their items and equipment. While merged with the wielder, the creatures do not take damage if the wielder is hit, and they can not take any actions other than speaking. The merged creatures can step "out of" the wielder at any time.

Move Silently: When activated, the wielder gains the *Move Silently* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Open Locks: When activated, the wielder gains the *Open Locks* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Parry: When activated, the wielder gains the *Parry* ability of a fighter. This ability lasts for 1 hour.

Pick Pockets: When activated, the wielder gains the *Pick Pockets* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Plane Travel: When activated, the wielder and all equipment carried (but not other creatures) moves from the plane they are on to another adjacent plane.

Poison Gas Breath: When activated, the wielder breathes a poison gas breath weapon 30' long and 5' across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw *vs Breath Weapon* to take half damage.

Prepare Bonus Spells/Level: When activated during the wielder's normal spell preparation time, the wielder can prepare a number of extra spells as indicated of each level that the wielder can cast for the day.

Wielders who are not spell casters gain no benefit from activating this power.

Protection From All Creatures: When activated, the wielder of the artefact can not be touched by any mortal creature for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Protection From Most Creatures: When activated, the wielder of the artefact can not be touched by any mortal creature with 15 or fewer hit dice for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Protection From Some Creatures: When activated, the wielder of the artefact can not be touched by any mortal creature with 5 or fewer hit dice for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Reflection: When cast, the wielder is protected from *Light* spells and gaze attacks for 1 hour. If any *Light* or *Continual Light* spell (or their reverse) is cast at the wielder during this time, the spell is reflected back to the caster.

Additionally, the wielder is treated as if they are holding a mirror for the duration in order to either attempt to reflect the gaze of a creature with a gaze attack (such as a basilisk) or to fight such a creature without meeting its gaze (in which case the normal –2 penalty for fighting while using a mirror does not apply).

Regeneration: When activated, the wielder re-gains 3 lost hit points per round for 10 minutes (30 rounds).

This regeneration will not help the wielder if they die, and will not re-grow body parts.

Remove Traps: When activated, the wielder gains the *Remove Traps* ability of a thief at the given chance of success. This ability lasts for 2 hours.

Repair Normal Objects: When activated, the artefact will repair one mundane (not magical) object weighing up to 1,000cn.

All parts of the object must be present for the repair to take place.

Repair Permanent Magical Object: When activated, the artefact will repair one permanent magic object such as a magical weapon or shield weighing up to 1,000cn. This power will not repair an artefact.

All parts of the object must be present for the repair to take place.

Repair Temporary Magical Object: When activated, the artefact will repair one temporarily magic object such as a scroll or wand weighing up to 1,000cn. This power will not repair an artefact.

All parts of the object must be present for the repair to take place.

Rulership: When activated and paraded through a dominion, the artefact acts as a *Rod of Dominion*.

Saving Throw Bonus: When activated, the wielder gains the given bonus to all saving throws for 1 hour.

Security: When activated, this artefact will temporarily enchant up to five objects to magically shout for help when stolen as if they are *Pouches of Security*.

The enchantment fades after 24 hours.

Set Normal Trap: When activated, the artefact will create a trap with a given chance of working. The trap can be one doing up to 6d6 damage to a victim or one doing up to 3d6 damage to a victim and entangling them.

The artefact can only form the trap out of existing materials. It cannot create a trap out of nothing.

Shelter: This power may not be given to the same artefact as the *Container* or *Life Trapping* powers.

When activated, the wielder will be sucked into the artefact along with whatever items they are wearing and carrying.

While in the artefact, the wielder can take no actions and does not age or die; but they can rest and sleep. The wielder can bring an image of their face to the artefact's surface and see and hear out of it. While at the surface of the artefact, the wielder can also speak.

The wielder can emerge from the artefact whenever they like, but no other power can force the wielder out or force a way in.

After 24 hours inside the artefact, the wielder must either come out or activate this power again (which they can do from the inside).

Size Control 3"-18': When activated, the wielder can control their size for the next hour.

The wielder can shrink to as small as 3" tall, as if having drunk a *Potion of Diminution*; or grow as tall as 18' tall, as if having drunk a *Potion of Growth*.

Slicing: This power can only be given to an artefact that is in the form of an edged weapon.

When activated, the artefact gains the properties of a *Weapon of Slicing* for one hour.

Smash Attack: When activated, the wielder gains the *Smash Attack* ability of a fighter. This ability lasts for 1 hour.

Spell Damage Bonus: When activated while the wielder is casting a spell that does damage (but not a spell-like power of an item the wielder carries), the spell cast by the wielder will do the given additional damage per die of damage that it does.

The wielder of the artefact does not need to take a special action to use this power. It is used as part of the normal *Cast a Spell* action.

Spell Generation: This power automatically activates itself at the start of any day when the creator of the artefact is unable to provide spells to their clerics. The artefact provides the spells instead.

This means that the Immortal's clerics will continue to gain spells while the Immortal is recovering from having an Embodied form killed, and theoretically it means that the clerics will continue to gain spells even if the Immortal truly dies.

Timekeeping: When activated, the artefact starts tracking time. At any point it can be asked how long has passed since it was activated and it will inform the user the exact duration.

The artefact can track time from up to three activations at once.

Tracking, Greater: When activated, the artefact will cause a set of tracks less than 24 hours old to glow so that they can be easily followed.

The glow can be seen by the wielder of the artefact or by anyone using a *Detect Magic* spell. There is a 10% chance every 240' (indoors) or half mile (outdoors) that the artefact will lose the trail. This chance is not affected by weather or other conditions.

The glow will last until the tracks are more than 24 hours old.

Tracking, Lesser: When activated, the artefact will cause a set of tracks less than 24 hours old to glow so that they can be easily followed. The glow can be seen by the wielder of the artefact or by anyone using a *Detect Magic* spell. There is a 50% chance every 240' (indoors) or 10% chance every half mile (outdoors) that the artefact will lose the trail. This chance is not affected by weather or other conditions.

The glow will last until the tracks are more than 24 hours old.

Treasure Finding: When activated, the wielder will be telepathically informed of the distance and direction to the largest amount of treasure within 360'. The wielder gains no insight about the nature of the treasure or how to get to it.

Tree Movement: When activated, the wielder will be able to swing through trees like an ape or monkey at full speed (given normal encumbrance penalties) for the next 2 hours.

Turn Undead: When activated, the wielder gains the *Turn Undead* ability of a cleric of the given level. This ability lasts for 30 minutes.

Turn Undead Bonus: When activated, the wielder gains the given bonus on rolls to *Turn Undead* for the next 10 minutes. The bonus applies to both the initial attempt to turn and the roll for how many hit dice of undead are affected.

If the wielder cannot turn undead, this power is of no use to them.

Victory: When activated while the wielder is in command of an army in battle, the artefact gives the army a +25 bonus to their roll for the battle, and prevents them from losing the battle roll by more than 100 points.

Any loss greater than this is treated as a 100-point loss when determining casualties and post-battle tactical positioning.

Weapon Damage Bonus: When activated, the wielder does the given amount of additional damage with any weapon they use for the next 10 minutes. This includes unarmed attacks.

Weapon Strength Bonus: When activated, any weapon the wielder uses for the next ten minutes is treated as if it had the given number of extra magical "plusses", to a maximum of +5. This includes unarmed attacks, and it does make a mundane weapon count as magical for the purposes of what creatures it can affect.

Web Movement: When activated, the wielder may move freely through webs of any kind without being stuck to them for the next 2 hours.

The wielder is not given any special ability to walk up vertical surfaces or walk on ceilings just because they are webbed, unless the wielder has the ability to walk on walls or ceilings from another source.

X-Ray Vision: When activated, the wielder can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal.

To use the power, the wearer must stand still and concentrate, and can view a 10'x10' area per activation. It takes 10 minutes to scan such an area, and the power can only be activated once per hour.

Handicaps & Penalties

When used by mortals, all artefacts have handicaps and penalties. These are not part of the design of the artefact, they are merely a side-effect of a mortal trying to use such a powerful item.

The creator of the artefact does not choose what handicaps and penalties will be associated with an artefact. Instead they are chosen by the Game Master.

The Game Master should try to be fair when assigning handicaps and penalties to an artefact, and assign those that seem to fit its "theme" and will not render it completely useless.

As a general rule, the stronger the theme of an artefact, the weaker the handicaps and penalties should be; whereas artefacts that have no theme and are simply an item with collection of completely unrelated powers should be given harsher handicaps and penalties.

Handicaps

A handicap is a long-term adverse effect that affects the mortal wielder of an artefact.

The Game Master should decide when the handicap comes into play. This can be either:

- When the wielder claims the artefact as their own.
- When the wielder first uses the artefact.
- When the wielder first uses the artefact in a particular manner (e.g. first activates a particular power, or first uses it against a particular type of opponent).

Once the handicap is active, it will remain active until a certain time (given on *table 20-1*) after the wielder has lost or given away the artefact.

The Game Master should decide the exact nature of the handicap or handicaps of the artefact, and it is not possible to list all possibilities here. However, here are some suggestions:

Doom: The wielder of the artefact undergoes some kind of transformation or extra-dimensional imprisonment (leaving the artefact behind for another to claim) until the duration is up. The fate that has befallen the wielder can only be discovered by a *Wish*, and it is not possible to recover them early.

Naturally, this handicap is suitable only for the most powerful artefacts that mortals shouldn't be messing with or for when an artefact is used in a way completely against its purpose.

Transform: The wielder of the artefact is transformed (either immediately or as a gradual process) into another type of creature; perhaps a race that the creator of the artefact is a patron of, or perhaps a race that suits the theme of the artefact particularly well.

This change cannot be *Dispelled*, and if the wielder is *Polymorphed* back into their original race the change will start happening again.

Lameness: The wielder of the artefact partially loses the use of a limb for some reason associated with the artefact. Losing the use of an arm means that the wielder may only perform actions that use one arm, and losing the use of a leg means that the wielder moves at half speed.

Magic Disruption: The wielder of the artefact has a chance of any spell they cast or any magical item they activate (except the artefact itself) failing. The chance could be anywhere from 10% to 80%.

Operating Cost: The artefact may require some kind of sacrifice (of magical items, of gems, or even a blood sacrifice) before a new wielder can use it for the first time, or start to use it again after having misused it.

Recharge Cost: The artefact's *Power Reserve* will not recharge on its own. Some kind of sacrifice (magical items, gems or even a blood sacrifice) must be made each time it is to be recharged.

Penalties

Penalties are instant adverse effects that may affect the wielder of the artefact when they activate its powers. Unlike handicaps, they have no long term effect on the wielder, and can be avoided simply by avoiding activating the power or powers that trigger them.

Some penalties may be activated whenever a particular power of the artefact is used, others may only have a chance of activation each use—for example the percentage chance of activation could be equal to the power point cost of the power being used.

As with handicaps, the Game Master should decide the exact nature of penalties and when they come into play; and again it is not possible to list the endless effects that could be possible here, so only a few examples are given:

Wounding: The wielder takes an amount of damage.

Aging: The wielder is aged a number of years.

Energy Drain: The wielder loses one or more levels.

Ability Score Penalty: One of the wielder's ability scores is temporarily reduced to 3.

Spell Loss: The wielder loses one or more prepared spells as if they had been cast.

Activation Error: The power that the wielder is activating either fails to go off or goes off on the wrong target (possibly the user themselves).

Polymorph: The wielder is affected as if by a *Polymorph Other* spell.

Saving Throw Penalty: The wielder takes a penalty to all saving throws for a duration after activating the power.

Chapter 21: Game Master Advice

Although the rest of the chapters of this book contain rules for most things that may arise during the course of a game, there may be some situations that are not covered.

This chapter contains guidelines, advice, and miscellaneous rules for handling those situations.

Character Aging

When a campaign reaches mid levels and characters start settling down and ruling dominions, things get a lot less hectic for the characters. Instead of going from adventure to adventure, they may now be spending whole seasons or even years ruling from their castles between important events happening.

And, of course, the characters will age during that time.

Additionally there are some magical effects that will prematurely age a character, or even restore youth to a character.

Dark Dungeons does not include detailed rules for aging characters. There are no modifiers to ability scores for different ages or anything like that.

For the most part, age is simply assumed to be something that is roleplayed rather than something that has game mechanics attached to it.

However, there is a limit to this. People do not live forever.

While characters are unlikely to die of old age over the course of a normal campaign, magical aging attacks can bring people perilously close after only a couple of hits.

Whenever a character is magically aged (or whenever a character becomes a year older naturally), make an aging roll based on the character's race:

Elf = 750+2d100

Dwarf = 375+1d100

Halfling = 190+2d20

Human = 95+2d12

If the result of this roll is *less than* the character's new age, the character dies of old age. These age rolls are quite high, because they are designed for healthy and heroic adventurers. The average peasant may well die far earlier than the ages listed here.

When a character dies of old age, they may still be raised by a *Raise Dead* spell—but will only last for 1d10 days before dying once more.

The only way to keep an old character alive for longer is by reducing their age below the dangerous level. If the character was magically aged, this can be done with a *Restore* spell. If the character was not magically aged—their age is entirely natural—then they must either drink a *Potion of Longevity* or use a *Wish* spell to wish to have their youth restored.

Minimum Hit Points

By the rules as written, players roll one die (from a d4 to a d8) per level to determine their hit points.

At higher levels, the multiple dice will usually average things out into a normal distribution, so it will be rare for characters to have extremely low or extremely high hit points.

At low levels, however, even one in eight fighters will roll a 1 and be stuck with only a single hit point before constitution bonuses are applied.

Realistically, such weak characters would not embark on a life of adventuring.

In order to counteract this, whenever a character gains a level (including when a character is first created) and rolls an extra hit dice to determine their hit points, check *table 21-1*. If the character's new hit point total *before any constitution bonus is applied* is less than the value given on the table for their hit dice type and level then the player should re-roll that hit dice until the total is at least the value.

Table 21-1: Minimum Hit Points Per Level

Level	d4	d6	d8
1	3	4	5
2	5	7	9
3	7	9	12
4	9	11	14
5	11	13	16
6	13	15	18
7	15	17	20
8	17	19	22
9	19	21	24

Example: Andy has just created Aloysius, his magic-user character. Aloysius has a constitution of 10 and therefore has no constitution bonus. Andy rolls 1d4 for Aloysius's hit points at first level. According to table 21-1, the minimum hit points for a first level character who uses a d4 for hit dice is 3. Andy rolls a 3, which is not less than the minimum, so Aloysius has 3 hit points at first level.

When Aloysius reaches second level, Andy rolls a second d4 to see how many additional hit points Aloysius gains. He rolls a 1. Since this would bring Aloysius's hit point total to 4, which is less than the minimum on table 21-1, Andy re-rolls the die. This time he gets a 4, which would bring Aloysius's hit point total to 7. That is not smaller than the minimum, so he keeps the roll and Aloysius has 7 hit points at second level.

Creating a Setting

The Dark Dungeons rules are not tied to a particular setting. The exact setting of the game—and in particular the towns and countries that exist and so forth—is left for the Game Master to decide.

This may seem a daunting task, but it can be done piecemeal as a campaign is run. For example at very low levels, all that is needed is some kind of town for the adventurers to start in and a few adventure locations around it. It is only when the adventurers reach a higher level and have a need or a wish to go exploring that the Game Master needs to know what lies beyond the mountains.

However, the Dark Dungeons rules *do* make various assumptions about the setting that the Game Master must bear in mind, since although the player characters might not interact with them much at lower levels, their presence in the world deeply affects the way the world works and the effects of that should be visible to the players in the background.

If this is not taken into account, the sudden introduction of elements such as *Skysailing* or *Immortals* into the campaign because the adventurers are now "ready for them" will be jarring, as such things should have been around all the time.

In particular, the following key parts of the assumed setting may have a large influence on the feel of the campaign:

- ►Guns exist using Red Powder to fire.
- ►Ships equipped with *Sails of Skysailing* can fly at high speed, connecting major cities around the world in a trade network.
- ►Immortals play an active, yet subtle, part in the world's politics and events.
- ►There is likely to be more than one inhabited planet in the *Celestial Sphere*, and ships can fly between them.
- ►There are an effectively infinite number of *Celestial Spheres* out there to explore, each containing its own worlds.
- ►Travellers, settlers or invaders of unusual or never-before-seen races can come from other worlds.

All these parts of the assumed setting have been deliberately designed to be modular, so that the Game Master can choose not to make them part of their specific setting.

For example, if the Game Master doesn't want travel through the Luminiferous Aether to be part of the game, they can simply say that only one Celestial Sphere exists and that there is no way to leave it. The Celestial Sphere and its associated inner and outer planes are effectively the whole multi-verse.

Similarly, the Game Master could go a step further and simply say that travel through the Void is impossible—effectively limiting the campaign world to the single planet; or even say that *Sails of Skysailing* don't exist in the world, limiting large scale movement and communication around the world and effectively reducing the campaign setting to a single continent or part of a continent.

Either Immortals or Red Powder can be dropped from the game very easily if the Game Master doesn't like their effect on the tone of the campaign. In the case of Immortals, this would simply mean ruling that clerics get their power straight from whatever gods exist, or that they get their power from the strength of their faith.

However, in any of these cases, the decision to drop the item from the setting should be taken (and should be discussed with the players in order to manage their expectations of the campaign) before the campaign starts.

Although these elements of the setting may see little use in a low level game (low level characters are unlikely to travel off the planet, for example) their presence—or lack of it—will shape the social and political structures of the world to an extent, and should therefore be consistent throughout the campaign.

Magic Item Values

Dark Dungeons does not give specific rules for the creation of magic items, neither does it give strict prices for buying and selling them.

However, the cost of the Immortal level spell *Create Mundane Item* is based on the value of the item created.

For purposes of the *Create Mundane Item* spell, use (or approximate) the following formulae:

Armour

Multiply the standard price for a non-magical suit of the appropriate armour (in gold pieces) by the encumbrance of the armour (in coins) and divide the total by three.

That value is the value per "plus" of the armour.

If the armour has an additional power, add 5,000gp to the value of the armour per level of the spell which the power is based on.

Weapons & Shields

Multiply the standard price for a non-magical weapon or shield of the appropriate type (in gold pieces) by the encumbrance of the weapon or shield (in coins) and multiply the total by five.

That value is the value per "plus" of the weapon or shield. If the item is a weapon which has varying "plusses" against different opponents, use the average of the plusses to determine value.

If the weapon or shield has an additional power, add 5,000gp to the value of the armour per level of the spell which the power is based on.

Other Magic Items

For each power that the item has, find the spell that most resembles the power, and multiply that spell's level by 100gp if there is no restriction on the power's use, 75gp if the power can only be used once per day, or 70gp if the power can only be used once per month.

If the item has only a single charge (such as a scroll or a potion), then that is the value of the item.

If the item has multiple charges (such as a wand or a staff), multiply the value by the number of charges. For staffs with multiple powers and a single set of charges, add the costs of the powers together and then multiply the total by the number of charges.

If the item has a permanent effect or unlimited uses (such as most rings, rods or wondrous items) multiply the value by 50. Again, for items with multiple powers, add the costs of the powers together and then multiply the total by the number of charges.

Making Magic Items

It should be stressed that the values given above are only for Immortals bringing magic items into existence with the *Create Mundane Item* spell.

When mortals try to create magic items, the process is much more difficult and time consuming, and isn't guaranteed to work.

If a mortal wishes to create a magic item, you should apply the following rules:

- The mortal must be a spell caster able to cast each spell that the item will have as a power.
- The mortal must use materials costing the value of the item (as defined above). These materials are used up regardless of whether creating the item is successful or not.
- The mortal must also quest for and use one rare ingredient (determined by the Game Master) that must be personally gathered and used while fresh—it is not possible to simply buy a rare ingredient or to gather them in bulk in advance. The difficulty and danger of the quest for the rare ingredient should depend on the power of the item that is being made.
- The mortal must spend one week plus one day per 1,000gp value of the item working (8 hours per day) to create the item.

Once the mortal spell caster has followed all those requirements, the percentage chance of successfully making the magical item is determined by adding together the caste's level and either the caster's intelligence or wisdom score (whichever is higher), doubling the result, and subtracting three times the level of the spell or number of "plusses" they are trying to put into the item.

If the caster is trying to make an item with both "plusses" and a power, or is trying to make an item with multiple powers, then each should be rolled separately, and all must succeed for the item to be made.

If any creation roll fails, the item will be ruined and all time and materials (including the rare ingredient) will have been wasted.

Example: Elfstar wishes to make a Potion of Healing. This item is effectively a single use of a 1st level spell (Cure Light Wounds), so it will cost only 100gp in ingredients and take a week to make.

The Game Master decides that for such a low level item, the rare ingredient is not going to be difficult to find, so specifies that Elfstar needs to find a rare herb that is known to grow in a nearby enchanted forest.

Elfstar gathers the herb and starts to make the potion. Since Elfstar is currently 5th level and has a wisdom of 17, her chance of success is:

(5+17)x2 - (1x3) = 41%

Elfstar's player rolls 1d100 and gets a 19. At the end of the week, Elfstar has successfully made a potion of healing.

Example: Aloysius wishes to make a +3 Sword of Speed.

The base value per plus for a normal sword is determined by multiplying its price (10gp) by its weight (60cn) and multiplying the result by five. This gives a total of:

(10x60)x5 = 3,000gp per plus.

The sword is going to be a +3 sword, so the total cost is 9,000gp.

However, the sword is also going to be Of Speed. This is the equivalent of a third level spell (Haste), that can be used once per day but has unlimited charges. Therefore the cost is:

(3x75)x50 = 11,250gp

The total cost to make the sword will therefore be:

11,250gp+9,000gp = 20,250gp

Since this is a fairly powerful item, the Game Master decides that it needs a fairly difficult to find rare ingredient—the tail feather of a cockatrice.

Aloysius manages to find a suitable tail feather, and spends 27 days in his workshop making the sword.

At the end of that period, he must make two rolls; one for the +3 bonus and one for the "Of Speed" ability. Since he is 23rd level, and has an intelligence of 16, his chances are:

(23+16)x2 - (3x3) = 69%

-and-

(23+16)x2 - (3x3) = 69%

Aloysius's player rolls 1d100 twice. His first roll is a 41, but his second roll is an 80. He has failed to make the sword properly and his 20,250gp worth of materials (and his 27 days) have been wasted.

Trading Magic Items

When it comes to trading magical items, the above rules for their value do not directly apply for four reasons.

Firstly, the value of an item doesn't take into account how easy it is to make. Items that are difficult to make are likely to need multiple attempts before the creator is successful, making the actual price of making such an item in real terms more than the calculated value.

Secondly, magic items rarely get destroyed. There have been people making magic swords for hundreds if not thousands of years, so there are lots out there lying around in monster lairs and tombs and so on. In the case of some common items, the ease of finding one or taking one from monsters means that the market price would be brought down; possibly even to the point where it is not economically viable to make one since you can buy an old one more cheaply.

Thirdly, magic items are only worth what people will pay for them. A *Ring of Water Walking* costs more to make than a *Ring of Invisibility* for example, but the invisibility ring will be worth far more than the water walking ring to the average adventurer.

Fourthly, there is a limited market for magic items. Your average farmer has little use for a *Potion of Flying* or a *Ring of Life Protection*, and even less use for a *Wand of Fireballs* that they can't even use. The fact that the people who want magic items—adventurers—are the very people who are most likely to find their own and not need to buy them means that it is very much a buyer's market.

For these four reasons, Dark Dungeons does not give hard prices for the buying and selling of magic items. It is suggested that most trading of magic items will be simply done in the form of like-for-like barter if items between adventurers, and that there should not be merchants or shops that buy and sell such items.

In particular, the magic item list should never be simply treated as a shopping list with price tags attached.

Constructs

Many of the creatures in chapter 18 have the *Construct* keyword. These creatures are artificial beings created and animated by magic.

It is suggested that these creatures are treated as if they were magic items for purposes of creation by both Immortals and mortal spell casters.

The base value of a construct should be 2,000gp per hit die, plus 5,000gp per asterisk that the creature has on its hit dice in its monster entry.

When a mortal wishes to make a construct, it should be just like making a magic item; they need to use the value in materials, find a special rare ingredient, and spend a week plus a day per 1,000gp of value making it.

The percentage chance of successfully making a construct is determined by adding together the caster's level and either their intelligence or wisdom score (whichever is higher), doubling the result, and subtracting the sum of the construct's hit dice and asterisks.

*Example: Aloysius wishes to make a manikin construct. A manikin construct has a hit dice value of 6**.*

The cost of making the construct is therefore 6x2,000gp plus 2x5,000gp—for a total of 22,000gp.

The construct will take 29 days to make, and the chance of success will be:

(23+16)x2 - (6+2) = 70%

Once a construct is made, it will obey the commands of its creator, who becomes its first owner.

Ownership of a construct may be transferred to someone else at any time by the current owner, although once a construct becomes ownerless (because its old owner died without passing on ownership) nothing short of a *Wish* can take ownership of it again.

Usually, constructs are unintelligent, and will therefore continue to operate under their current instructions indefinitely if ownerless. However, occasionally the inability to carry out its instructions combined with the lack of an owner to give it new instructions will cause a construct to break its magical programming and go rogue.

Most rogue constructs simply go berserk and attack any creature they encounter. Rarely, however, one will develop a free will and intelligence of its own and develop a personality.

Character Alignment

When players create their characters, they will usually have an idea of what that character's personality will be like. As part of that character creation process, each player must choose an alignment for their character.

Of course, during play the character's personality might turn out rather different than originally imagined. This may be accidental, or it may be a deliberate intent of the player to have their character's personality shift over time. Whatever the reason, a character can end up not actually acting like their alignment states.

There is nothing wrong with this, and the player should not be penalised for playing their character "wrongly". Instead, you should simply talk to the player and between you decide whether to change the alignment on the character sheet so that it matches the way the character is being played.

You need to be careful not to be too enthusiastic about changing the alignment of characters.

Nobody is completely consistent in their behaviour, and an occasional bit of unusual behaviour is normal, so you should be wary of changing a character's alignment too often over individual acts.

In particular, if you find that a character's alignment constantly seems to be flip-flopping between lawful and chaotic, it's probably best just to change the character's alignment to neutral and leave it there.

Part 5

Additional Material

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Abbreviations

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(E) = Embodied Form Power
(M) = Monster
(Sk) = Skill
(Sp) = Spell

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Dark Dungeons

Dark Dungeons is a free retro-clone role-playing game – a game in the style of old-school 1980's and 1990's role-playing games; harking back to the days when rogues were thieves, races were classes, and you could start your adventuring career exploring a few basic dungeons and end up travelling the planes as an immortal being of pure divine power.

This book contains the entire game in a single work, so there is no need to cross-reference between multiple rule books and supplements.

Grab some dice and form a party like it's 1989!